

IMMORTALS HANDBOOK

d20
system

ASCENSION



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GLOSSARY

Akashic Memory: The omniversal D.N.A.

Apotheosis: The act of a mortal becoming an immortal.

Artifact: An epic magic item (artifacts are detailed within the Immortals Handbook: Grimoire).

Aspect: The weakest incarnation of an immortal. Typically immortals will have one aspect per world.

Atma: Spirit, the seventh element, part of the tri-element of quintessence. (See also Power Points).

Avatar: A relatively weak incarnation of an immortal. Immortals typically have no more than a single avatar.

Buddhi: Soul, the sixth element, part of the tri-element of quintessence. (See also Worship Points).

Council: A group of immortals bound by a political agenda (such as the Aetnean Council).

Deity: Term generally used to denote an immortal who gains the majority of their quintessence through glory and worship.

Demiurge: An incomplete time lord.

Divinity: A being possessing quintessence.

Dynasty: A group of immortals bound by race (such as the Orc Dynasty).

EarthMother: Title given to the female ruler (or rulers) of a Pantheon.

Faith (A Faith): An area where a deity is worshipped. A deity can have more than one Faith, however, these must be geographically isolated from one another.

Eternal: Omnipotent giga-beings that exist beyond our universe. Refers to demiurges, high lords and time lords.

Exemplar: A being with two identical portfolios.

Glory (The Glory): The method of gaining quintessence through worship.

God: A male deity.

Goddess: A female deity.

Hegemony: A group of immortals bound by planar geography (such as the Demonic Hegemony).

Hierarch: Title given to a ruler (or rulers) of a Council.

Higher Dimension: Extra-universal areas beyond the confines of a single reality.

- **Aravoth:** The Tenth Dimension, The Great Library.
- **Kuvachim:** The Ninth Dimension, The Great Wall.
- **Mazaloth:** The Eighth Dimension, The Great Unknown.

Home Plane: Name given to the plane an individual immortal is spiritually bound to.

Immortal (ι): Comprises any being with the power of a demi-deity, greater deity, hero-deity, intermediate deity, lesser deity or quasi-deity.

Immortal (2): Term generally used to denote an immortal who gains the majority of their quintessence through the Power.

Immortal (3): Any being that cannot die through old age.

Lower Dimension: The lower dimensions exist within the confines of a single reality.

- **Abyss:** The Seventh Dimension, Dimension of Thought, the Plane of Failures, the Far Place. Not to be confused with the Chaotic Evil Plane of the same name that is home to demonkind.
- **Araphadatu:** Dimension Zero, the Dimension of Entropy, the Plane of Nothingness.
- **Assiah:** The First, Second and Third Dimensions, Dimension of Space, The Prime Material Plane.
- **Atziluth:** The Sixth Dimension, Dimension of Spirit, the Outer Planes.
- **Briah:** The Fifth Dimension, Dimension of Matter, the Inner Planes.
- **Yetzirah:** The Fourth Dimension, Dimension of Time, the Transitive Planes.

Magic Points (MP): Gaming term for quintessence gained through the tapping of higher dimensions.

Mana: Magic, the fifth element, part of the tri-element of quintessence (See also Magic Points).

Numen: The term generally used to describe an individual area of Resonance.

Quintessence: The stuff of divinity, the divine spark, the tri-element composing Atma (Spirit), Buddhi (Soul) and Mana (Magic).

Pantheon: A group of immortals bound by social ties (such as the Norse Pantheon).

Portfolio: A part of reality controlled by an immortal.

Power (The Power): The method of gaining quintessence through vanquishing other immortals.

Power Points (PP): Gaming term for quintessence gained through the Power.

Primogenitor: Title given to the ruler (or rulers) of a Dynasty.

Resonance (The Resonance): The method of gaining quintessence through tapping the higher dimensions.

Sidereal: Near-omnipotent cosmic gods. Comprises any being with the power of an elder one, first one or old one.

Skyfather: Title given to the male ruler (or rulers) of a Pantheon.

Sponsor: An immortal who aids a mortal in achieving immortality.

Sovereign: Title given to the ruler (or rulers) of a Hegemony.

Supernal: Generic term for supreme beings.

Tutelar: Term generally used to denote an immortal who gains the majority of their quintessence through the Resonance.

Worship Points (WP): Gaming term for quintessence gained through glory.

Insert Illustration of Battling Immortals

INTRODUCTION

Deities, gods and immortals have been an integral part of gaming for some time. In almost every campaign they influence play, in front of, or behind the scenes to some extent. Not least clerics themselves, who derive their power from just such a divine source. However, until now, information on how immortals gain, and maintain their power has been fleeting. To such a degree that many doubt the credibility of their existence, or place them on a pedestal so high it is conveniently out of reach. But neither extreme paints the whole picture, the truth lies in a compromise between the two. Deities exist, as long as people are willing to believe in them. This tenet is the basis for the rules within this very book. What has been done is to merely lend a physical presence to such belief. These rules are capable of determining every practical aspect of a deities being. Eradicating prior confusion and ambiguity on all related matter, to delivers a balanced system within the framework of the rules proper.

Becoming a deity has long been regarded the pinnacle achievement within the game. A retiring force that sweeps a character away in a celestial fanfare (or infernal cacophony) never to be seen or heard from again. However, this does not need to be the case. The rules presented within this book are not merely designed to detail deities themselves but as an extension to high-level and epic-level gaming. They allow powerful mortals to go beyond mere levels. To transcend the boundaries between mortal and immortal. Yet these self same boundaries are not as black and white as you may first imagine. The powers of the gods are as varied as those of mortals, more so in fact. Not only are the lines blurred between individual immortals but their positions are tenuous at best. For an immortals power, in many cases, stems from its worshippers, as such it is neither infinite nor invulnerable. The possibilities within this structure add an extra dimension to high level roleplaying. For while the personal power of an immortal is granted, they are now presented with the dichotomy of relatively weak mortal worshippers. Each relying upon the

other, in some fashion: a god strengthening mortal resolve while at the same time mortal worship lending an otherwise unseen vulnerability to such a powerful being.

Some have argued that you should not have physical statistics for the gods. Others say that gods should remain mysterious and unknowable. That explaining them only makes them less special. That it cheapens them and relegates their roles to that of mere monsters (though some gods are indeed truly monstrous). If that is your position then this book is probably not for you. Instead, this book is for those who wish to exercise their imaginations. It caters for those characters of unlimited ambitions and goals. Those players with an insatiable curiosity to learn the truth about whats out there and face it head on, rather than shy away from it. So if the question is why have stats for gods, the answer is simply so that those who wish to use them can so.

Many gamers want their gods to be the gods of myth and legend. These gods are not omnipotent. They are not omniscient. They can be injured and killed by other gods and even sometimes by special mortals (as seen many times in mythology and modern fiction). While they may appear intangible or ephemeral to most mortals, for this is the belief they like to engender, they are wholly real, physical dangers to those who vulture into the outer planes and beyond. So it is of paramount importance to detail every aspect of a deities being, including combat statistics, or you simply limit their involvement and influence, and it is the belief of this book that the only limits should be your imagination.

Conflicts between deities, or even between mortals and deities do occur, albeit infrequently, and few things are as brutal and terrifying to behold as the power of a deity unchecked and unleashed. But this book is not merely about battling immortals. Its about better integrating them into your campaign, both as religions as well as a physical capacity.

Enjoy.

HOW TO USE THIS BOOK

This book details rules for becoming immortal. This is done through gaining quintessence. The amount of quintessence possessed by a being determines the measure of its divinity. There are three ways of gaining quintessence. The first method, known as Resonance, has divinity granted to a being. Either by an immortal, possession of an artifact or through contact with some sort of conduit of divine emanation. By contrast, the second method, the glory, is a slower, more deliberate roleplaying heavy system which measures worship. The third method is referred to as the power. This final method will be familiar as it is more akin to accruing experience points in that you gain quintessence from vanquishing immortals. Each of the three methods can be used alone or in tandem with either or both of the others.

The sum of a character's quintessence, from whichever above method or methods you choose to employ, determines its divinity. This book covers the full spectrum of divinity from mere disciples to beings beyond overgods. It also staggers the power curve so that every possible level of campaign is covered. Promoting interaction between the dichotomy of the mundane and the divine, rather than rendering one or the other obsolete.

While divinity itself covers the basic attributes gained by immortals, it is the portfolios which really add the flavor. These outline

To further individualise each immortal you have a large list of unique abilities to draw upon.

So, in brief. You choose the methods of gaining quintessence you plan to allow in your campaign. Determine the character's divinity.

The book advocates (and explains) roleplaying worshippers and servants, as well as the deity. Thereby spreading the campaign to cover the full spectrum of gaming possibilities where each is an integral part of the whole.

The Immortals Handbook was designed to be both all inclusive and modular, so while you only need the Core Rulebooks to start, many of the elements are flexible enough to incorporate with practically any potential deity based rules.

WHAT DOES THIS BOOK OFFER NON-EPIC CAMPAIGNS?

While this book unashamedly focuses on rules for immortals that are more likely to see use in epic campaigns, it is probably worth taking the time to examine how it can benefit non-epic campaigns. The following, is a list of ways to utilise this book without ever needing to stray beyond 20th-level.

- **Religion Building:** This book contains simple guidelines for developing new religions and better detailing existing religions.
- **Character Level Logistics:** Very simple rules determine how many characters of a certain class and level exist within a given territory.
- **Disciples/Prophets:** Characters do not need to be epic to qualify for the lower rungs of divinity.
- **Aspects/Avatars:** These slivers of divinity mean that even non-epic PCs can challenge the gods.
- **New Domain Lists:** Each portfolio has its own domain list.
- **Portfolio Themed Monsters:** The portfolio templates can easily be applied to creatures.
- **New Feats:** This book contains 124 new feats, while some have prerequisites that inevitably make them epic, many do not.
- **Metamartial Combat:** While the main benefits of this new combat system will be felt at epic levels there is no reason why it cannot be used at any level.
- **Adventure Ideas:** This book is littered with adventure ideas.

ORGANISATION

Apotheosis (Chapter One): Defines quintessence, the divine spark. Introduces 3 ways in which characters can become immortal. Through 'Resonance' (being granted divinity), 'Power' (by defeating other immortals and stealing their divinity) and 'Glory' (an event based system which explains and measures worship). Each method works either alone or in tandem with the others. This chapter also describes how to create your own religions.

Divinity (Chapter Two): Explains the benefits of becoming immortal and every facet of immortal existence, avatars, divine intervention, divine progeny, divine retinue, granting spells and much, much more. It also includes the 13 divinity templates from mere Disciples (Chosen of) to beyond overgods.

Portfolios (Chapter Three): Outlines exactly what portfolios are and details 46 Portfolio templates (from Arts to Wisdom). These templates can be applied to both the immortals themselves and their minions.

Powers (Chapter Four): Includes 124 new feats, 211 divine abilities, 108 cosmic abilities, 55 transcendental abilities and 24 omnific abilities. Also introduces divine handicaps, feat packages and metamartial combat.

OTHER BOOKS IN THE SERIES

IMMORTALS HANDBOOK: GODS & MONSTERS

Pantheons (Chapter One): How to create and balance immortal organisations such as councils, dynasties and pantheons.

Gods (Chapter Two): Details 14 mythological figures (one for each divinity template) including: Achilles, Dagda, Horus, Metatron, Morgan Le Fay and Surtur among others. These entries cover all facets of the immortal, its legends, manifestation (including Avatars and Aspects if applicable), its godly realm, its minions, as well as its clergy and worshippers.

Monsters (Chapter Three): Details 18 mythological monsters such as: The Bogeyman, the Gigantes, Ma Yuan (the God-killer), Serqet (the Scorpion King), the Titans and Typhon (Serpentine Dragon) among others.

IMMORTALS HANDBOOK: GRIMOIRE

Artifacts (Chapter One): Outlines the nuances of creating artifacts. Includes dozens of new armour, shield and weapon special abilities and also details scores of new artifacts.

Creation (Chapter Two): Explains how quintessence can be used to create or modify creatures, objects, planes and terrain.

Magic (Chapter Three): Introduces dimensional magic and 10th-level (and above) spells as an alternative to the epic spell system.

Spells (Chapter Four): Features some 100 new spells of 10th-level and above (all of which easily convert to the epic spell format).

Appendix One (New Domain Spells): Many new spells.

IMMORTALS HANDBOOK: CHRONICLE

Adventures (Chapter One): Three full adventures, of 25th, 50th and 100th-level, as well as a dozen quick single-page adventure outlines.

Campaigns (Chapter Two): Advice on how to run both epic and immortal campaigns. Including several full campaign outlines.

Organisations (Chapter Three): Introduces the six dimensional organisations such as the Illuminati, the Legion of the Damned and the Suicidium. As well as introducing some new epic mortal organisations like the Order of the Golden Fists.

Realms (Chapter Four): Ideas and examples on how to develop and maintain godly realms.

Appendix One (Iconic Immortal Heroes & Villains): Details a dozen NPCs including the likes of: Aldred - the hollow king; the alien super-psion Doomstar; arch-assassin Fangor and Thrin the brave.

IMMORTALS HANDBOOK: EPIC BESTIARY (VOLUMES ONE, TWO & THREE)

Each volume of the epic bestiary presents a wide range of epic monsters, covering challenge ratings from 21 to over 1000.

Insert Illustration of Darna's Apotheosis

APOTHEOSIS

This first chapter outlines the method of how characters can become gods, introducing some new concepts in the process; including quintessence, effectively the backbone of these rules. It also focuses on aiding and simplifying the task of the Game Master regardless of how much detail they wish to involve in their campaign. As well as instigating a concise framework of how best to govern the subject of worship from a variety of aspects, each of which being pertinent to the whole.

In fact the entirety of these rules were designed to be modular in nature to accommodate existing campaigns as much as possible and flexible enough to allow Game Masters to experiment or incorporate other rules as they see fit.

DIVINE ASCENSION

The process of divine ascension, or simply ascension, is the act of reaching a higher state of spiritual awareness. This spiritual transformation begins with the enlightenment of the soul, culminating in the death of the mortal shell, and the subsequent rebirth as an immortal spirit.

PREREQUISITES

Experience (Optional): They must be of sufficiently high level. The suggested minimum to become a hero-deity is 15th-level. Below that, divinity is generally granted rather than gained. However, the Game Master may wish to withhold the possibility of immortality until the characters have reached epic levels (21st-level or better). So as to fully explore all aspects of mortal roleplaying, and subsequently have a much better appreciation for immortality.

Knowledge (Optional): To become a deity the character must be aware of the existence of immortals, and further know that some gods were once mortals themselves.

Past (Optional): While these rules were designed to facilitate and regulate all aspects of immortality, including notably, divine ascension, to

fully appreciate that immortality, it is recommended that player characters have an already established history as a mortal. These rules add a new dimension to existing roleplaying campaigns but much of what makes them special or unique will be lost if players begin by creating immortal characters without first roleplaying through their mortal career.

Quintessence: Characters must have sufficient quintessence (1000+ QP) before they can become a hero-deity. See Table - 2.1: Divine Hierarchy for how much quintessence is required.

If the above criteria are met to the satisfaction of the Game Master the PC can undergo the final challenges designed to prove whether they are worthy or not of bearing the mantle of divinity. These test/trial/tribute-adventures can be determined by the Game Master, but they must in some way be poignant; to both the character and of course the pantheon.

TEST OF FAITH

When a character has achieved sufficient quintessence they will experience the final undertaking. During this time the character will imagine or dream that they are a totally different being, in truth they are controlling another mortal about to be faced by some perilous endeavour. Their very divinity rests on the success of this dangerous adventure. These brief solo adventures will test the merits of the character beyond mere physicality. They will test the character's resolve, purpose and determination in the face of adversity.

- Each test failed results in your total quintessence being reduced to 10% of its current figure.

TRIAL BY [PORTFOLIO]

Each player gets to choose one portfolio their character aspires to personify. A second portfolio is chosen for them by the Game Master based on what they perceive the PC in question exemplified (or roll randomly in the event you are creating the characters from scratch).

- The trial-adventures can be undertaken as a group, however, only one character can benefit from each trial.
- Each trial failed means that particular portfolio can never be gained.

TRIBUTE (TO GROUP)

If the character already has some religious affiliation; openly worships a deity or is a cleric themselves, then they will be given the choice of joining that particular group of gods, be it a council, dynasty, hegemony or pantheon. This involves paying a tribute to the group in question. The tribute could be anything from finding a long lost relic, rescuing an immortal held by a rival group, or bringing them the head of a particular enemy. The group will know not to tax the mortal beyond their power, but it should still represent a stern test of their capabilities.

Those characters who petition to join a group they have no prior affiliation with, must first find one amongst its numbers to act as a sponsor. They must perform a task for their sponsor before they can petition to join the group itself.

- The tribute-adventures (and task-adventures) can be undertaken as a group and multiple characters can benefit from each tribute.
- Failing a tribute-adventure (or task-adventure) does not invalidate you from joining such a group. However, assuming you survive the initial adventure, you do still need at least one success to be accepted.

Technically the tribute is optional, since joining a group is not required. Though it does have a number of benefits such as information, resources and security.

APOTHEOSIS

Once all the criteria have been met and the tests and tasks overcame, the character will become an immortal. The act of apotheosis itself is unique to every being. With factors such as alignment, group affiliation and portfolios all combining to be part of the experience.

e.g. A lawful evil immortal with portfolios of fire and pain, joining the Norse pantheon could find its apotheosis being burnt alive by purplish flames while evil valkyrie on dragons torture them with whips and chains. Their eventual deaths of their mortal bodies heralding their rebirth.

QUINTESSENCE

While most can name the four fundamental elements linked to matter: air; earth; fire and water. Few are privy to the esoteric elements that lie beyond these mundane parameters, a brief discussion of which is vital to better understand much of the following revelations contained within this book.

Seven elements exist, four of which are visible, those being the four cardinal elements (air, earth, fire and water). The fifth element is magic, which is semi-material and visible to certain individuals. The sixth element is the mortal soul. The seventh element is the immortal spirit. The fifth, sixth and seventh elements combine to form quintessence. Basically quintessence is the life spark inherent to all things. All seven elements combine to form the one element. The one element is another name for the Akashic Memory.

The amount of quintessence within any being can be increased in three ways: glory, power and resonance. Glory, through worship, has mortals freely impart some of their quintessence. Power is the destruction of immortals and the claiming of their quintessence by force. Resonance is the act of being granted quintessence by another being, object or place.

In religious and mythological terms it is known under many names: aether; chi; ichor, ka, ki, prana; seid, to name but a few. These seven elements parallel the seven chakras, as well as the seven energetic bodies (physical, etheric, astral, causal, mental, celestial and divine bodies).

In scientific circles, this quintessence could equate to the as yet purely hypothetical dark energy, or the still debated orgone energy. With the seven elements simply being different vibrational frequencies.

MANA (THE FIFTH ELEMENT)

Mana is the power that binds the otherwise disparate elements, effectively the soul of non-sentient matter. In esoteric circles it is another name for magic. The fifth element is generally invisible to mortals though spellcasters can perceive its semi-material nature.

BUDDHI (THE SIXTH ELEMENT)

The mortal soul is called the buddhi. All sentient mortal life is powered by the buddhi. Buddhi is also known as the lower soul as it represents the terrestrial incarnation of the soul. The sixth-element is the very life spark of mortal existence. This biological energy, or life-force, flows through each of us. It can be used for healing, self-defence (as in martial arts), or to achieve a state of spiritual enlightenment.

THE POWER (ATMA: SEVENTH ELEMENT)

The immortal spirit is called the atma. All those native to Atziluth (the Outer Planes) are formed of atma; the spiritual energy that powers all such beings. Atma is also known as the higher soul as it represents the divine incarnation of the soul. The seventh element is the divine spark of every such being; including the gods.

WHAT IS DEATH?

When mortals die their souls shake off their mortal coils and embark on a voyage of ascension.

For some, notably lower life forms such as animals, their soul does not depart the mortal realm but is instead reincarnated into a new form. Those who follow nature's path, such as druids, get to choose which race they reincarnate into. For worshippers of certain religions, their new form depends entirely on karma, with those who lead good lives returning as higher life forms, and those who do not are reborn as lower life forms.

However, many souls do not reincarnate. The first port of call for the soul is Yetzirah (the transitive planes), the dimension of time. In many ways this is a sort of temporary limbo, a halfway house, with the soul torn between unfinished business on the mortal plane and eternal peace. Those embittered souls who have not been properly laid to rest, such as undead, are the most obvious example of souls trapped in this dimension.

The second step on the journey is Briah (the elemental planes), the dimension of matter. The souls of atheists and other unbelievers ascend no higher than Briah, here becoming elementals (soul beings). These souls take on the shapes vaguely similar to their mortal forms but in becoming elementals they lose that spark of individuality.

The third rung on the ladder is Atziluth (the outer planes), the dimension of spirit. Those who worship the gods will see their souls journey to their deities godly realm. Here they will experience an eternity of the heaven or hell their god has fashioned for them. The godly realms of immortals who make their homes in other dimensions are considered extensions of the outer planes.

The final frontier in this voyage of enlightenment is Araphadatu (the Far Place), the dimension of thought. Those affiliated to no given deity, but who believe in a higher power ascend to this place. Where better to quest for the answers to eternal questions but in the dimension of pure thought.

Second Death: The second death, sometimes known as the astral death, is the destruction of a spirit, or more properly the destruction of an immortal spirit. When the gods die, because they are each tied to the universe in some fashion through their portfolios, a part of the universe dies with them. This hollowing leaves a void, which allows a creature from the dimension of entropy access into reality.

Third Death: The repercussions of destroying umbrals are as yet unknown. There is no evidence to suggest any further incarnations of the soul arise. However, scholars have postulated the idea of a negative dimension (or dimensions) beyond even entropy. With the dimension of entropy itself being a fulcrum upon which positive and negative dimensions balance. What kind of negatively existent un-beings inhabit such a place can only be guessed at.

Reincarnation: While rebirth in a new body is not limited to those who have ascended. Those who have achieved spiritual enlightenment are reborn with the memories and mental faculties of their past lives intact. Thus when an immortal's manifestation is destroyed outside its native plane, it can simply rejuvenate itself. This new incarnation does not necessarily have to be identical in appearance to the previous one.

WHAT IS FAITH?

Faith is described as the strong or unshakable belief in something. The power of positive thought has often been discussed and attributed to unexplained phenomena. At a metaphysical level if you believe enough in something is it realised? Perhaps, perhaps not. Yet it is this agenda these rules seek to follow. Faith itself can be unbridled adoration, blind devotion or spiritual dependance. It can encompass every emotion, but itself represents something higher, a conscious decision; a certainty of purpose. For while emotions constantly change faith is forever.

GLORY

The glory refers to the harvesting of buddhi; the sixth element. Glory can be gained by any sentient individual; however, quintessence cannot be perceived or manipulated by non-immortals. Acquiring the souls of mortals; referred to as harvesting by most deities, is fundamentally different to the procurement of atma. If the mortal is slain the buddhi is no longer a life-spark; but is in effect a dead-spark. So simply slaying a mortal does not impart any of its quintessence. However, the mortal can freely bestow some of its buddhi; through worship. This explains why immortals compete for the worship of mortals.

The results of glory are measured in Worship Points (WP). Six factors govern the procurement of WP:

1. The **Event** itself.
2. The **Population** affected by the event.
- 3a. The **Publicity** surrounding the event.
- 3b. Apply any **Publicity Modifiers**.
4. **Divide** for all those who are the focus of the event.
5. The **Society** affected by the event.
6. **In Whose Name** was the event carried out.

1. EVENTS

Events determine the popularity and respect of the character (or deity) within a given area. This 'hero-worship' can inexorably lead to divinity. There are two fundamental types of events, personal and impersonal. An impersonal event involves conflict and a personal event does not. Personal events include creation: where perhaps the player invents a new item; spell or even composes a song. Or discovery: possibly a lost city; buried artifact or even a cure for a mysterious illness. Impersonal events always involve conflicts between adversaries though not necessarily always combat. They could also encompass trickery or some form of deception.

EVENT RATING (ER)

All events are gauged by an event rating (ER). The power and charisma an individual or group bring to bear on a given situation determines its gravitas.

- To determine the event rating of an individual use the characters challenge rating + charisma modifier.

N.B. Challenge rating is 2/3rds a characters effective class level (ECL).

e.g. The sorceress Darra (23rd-level, Charisma 25) would have a personal event rating of 22 (15 + 7).

e.g. A great wyrm red dragon (challenge rating 26 + charisma 26) would have an event rating of 34 (26 + 8).

- To determine the Event Rating for multiple threats use the Encounter Level + the highest Charisma modifier of the group.

N.B. Doubling the number of same CR opponents increases the encounter level by 22.5%. Quadrupling the number of same CR opponents increases the encounter level by 50%.

e.g. A group of four balors (CR 20 individually) would be EL 30. The event rating would be 38 (30 + 8).

2. POPULATION

Once the Event Rating (ER) itself has been determined, the Game Master must decide how many people have been affected by it. This is always going to be specific to an individual campaign. Its simply a matter of figuring the population in the general area affected; be it a village; town; city; country; empire or world. A rough approximation of the population is effective enough.

Secondly, the greater the magnitude of the event the greater the possible fervour surrounding it and vice versa. Therefore there is a limit on the number of people that can be affected by a certain event. Use Table 1-1: Maximum Population affected by an Event to limit the numbers caught in the furore.

TABLE 1-1: MAXIMUM POPULATION AFFECTED BY AN EVENT

Event Rating	Max. Population Affected	Event Rating	Max. Population Affected
1-2	1	41-44	100,000
3-4	2	45-48	200,000
5-6	3	49-52	300,000
7-8	4	53-56	400,000
9-10	5	57-60	500,000
11	10	61-64	1,000,000
12	20	65-68	2,000,000
13	30	69-72	3,000,000
14	40	73-76	4,000,000
15	50	77-80	5,000,000
16	100	81-88	10,000,000
17	200	89-96	20,000,000
18	300	97-104	30,000,000
19	400	105-112	40,000,000
20	500	113-120	50,000,000
21-22	1000	121-128	100,000,000
23-24	2000	129-136	200,000,000
25-26	3000	137-144	300,000,000
27-28	4000	145-152	400,000,000
29-30	5000	153-160	500,000,000
31-32	10,000	161-176	1,000,000,000
33-34	20,000	177-192	2,000,000,000
35-36	30,000	193-208	3,000,000,000
37-38	40,000	209-224	4,000,000,000
39-40	50,000	225-240	5,000,000,000

e.g. Four dire tigers (ER 12) escape from the circus and rampage through the city (pop. 18,000) only to be stopped by the PCs. An ER 12 event will only affect up to 20 people however.

Therefore the maximum result (before publicity and society modifiers are applied) is 20 WP.

EPOCH EVENT

An epoch event is an event which so dramatically affects the population within a given area that it has a far more potent effect upon those people. This occurs whenever an event of great magnitude happens to a relatively small number of people. In such cases all publicity and society modifiers are ignored and the event generates maximum results.

- To determine whether an epoch event has transpired the number of people affected must be less than 1% the potential maximum number that could be affected (as per Table 1-2: Maximum Population Affected by an Event).

N.B. Any WP gained is still divided amongst the heroes involved and further divided depending in whose name the deed was carried out.

e.g. A great wyrm red dragon (ER 34) attacking a village of 150 people would represent an epoch event for that village.

Therefore the result (for defeating the dragon and saving the villagers) would be 150 WP (regardless of publicity or society modifiers).

3. PUBLICITY

Once the event has occurred it is up to the GM to adjudicate the significance of the event among those affected. Use Table 1-2: Effects of Publicity to modify the population affected.

TABLE 1-2: EFFECTS OF PUBLICITY

Event Trait	Population Affected
Everyone affected	100%
Everyone knows	50%
Some affected (typical)	10%
Some know	5%
Few affected	1%
Few know	0.5%

- **Everyone Affected:** An event of such magnitude that virtually everyone is directly or indirectly affected. Such as natural disasters; plagues; wars.
- **Everyone Knows:** An event that virtually everyone is aware of; though not necessarily affected by. This could include the assassination; kidnapping or rescue of key public figures; theft or recovery of key items; creation or destruction of key buildings or areas.
- **Some Affected:** An event that more than 1% of the population are directly or indirectly affected by. This could be a fire in a small part of town,
- **Some Know:** An event where more than 1% of the population are aware of it.
- **Few Affected:** An event where less than 1% are affected either directly or indirectly.
- **Few Know:** An event of which less than 1% of the population are aware of.

PUBLICITY MODIFIERS

Events can be affected by outside interference and are also subject to manipulation. The following list of factors can each influence the percentage of the population affected as determined in Table 1-2 above.

TABLE 1-3: PUBLICITY MODIFIERS

Factor	Effect*
Concealed	10%
Deception	100% but Special (see below)
Distant	10%
Evidence	Doubled**
Fanfare	Doubled**
Participation	Doubled**
Repeated	Halved but Special (see below)
Rumour	Doubled**
Timing	Doubled**
Unknown	Halved

*All Effects stack.

**No single event can generate more WP than the original population affected.

- **Concealed:** Some agency conspires to cover up the details of the event.

e.g. The king does not want it to become common knowledge that the crown jewels were ever stolen in the first place.

- **Deception:** The event itself was in some way staged, or engineered from the beginning. While such events generate normal results, if the deception is later uncovered and made public, it then becomes a negative event (see Negative Press pg. 11) and those individuals/religions responsible will lose twice the amount of WP that was initially gained from the event.

e.g. Agents of the god Loki steal the crown jewels, but then have one of their clerics recover them, hoping to curry favor with the king.

- **Distant:** The event took place far away from population affected, even though the outcome was relevant to them in some way.

e.g. A holy crusade in a far off land.

- **Evidence:** Strong evidence accompanies the event.

e.g. Heroes bring back the head of the dragon that has been threatening the city.

- **Fanfare:** A great deal of pomp and ceremony accompanies the event.

e.g. The king has promised his daughters hand in marriage to the hero who can slay the dragon threatening the city.

- **Participation:** The population affected participated in some aspect of the event.

e.g. Everyone is called to aid the war effort in some capacity.

- **Repeated:** This is not the first time the event has occurred. Each time a similar event occurs within the space of a year, halve the amount of interest shown by the public.

e.g. Heroes have slain their second dragon that month.

- **Rumour:** The event was preceded by a lot of anticipation.

e.g. The two greatest warriors in the land are billed to face off in the arena.

- **Timing:** The timing of the event is in some way critical or pertinent, increasing the drama.

e.g. The king's life is saved on the day of his coronation.

- **Unknown:** Some unknown or alien elements transpired that the general population just don't seem to be able to fully comprehend.

e.g. A war against an army of invisible stalkers which the majority of the public could not perceive.

4. DIVIDE BY NUMBER OF CHARACTERS

At this juncture we must divide the worship points between all concerned in the event. This is done before we apply any society modifiers, since societies view individuals differently based on myriad factors.

- Divide all WP equally between the main protagonists.
- In events where hundreds or thousands of soldiers (for instance) are involved only the leaders benefit from the event. Although certain soldiers may benefit from individual achievements.

e.g. In the war against the orc invaders and their demon allies, only the leader of the army, General Kel will gain any WP when treating the war as an individual event. However, the wizard Oldstaff who personally defeated the Balor Karnak, ally of the orc king would gain WP for that specific achievement.

5. SOCIETY

People are ever suspicious of strangers. Frightened of that which is different. Whether we choose to believe it or not, society is unconsciously (or in some cases consciously) prejudiced. These factors are applied to individuals.

TABLE 1-4: EVENTS MODIFIED BY SOCIAL DIFFERENCES

Difference	Reason	Effect
Alignment	Different*	50%
	Opposed	10%
Country	Non-native	50%
	Enemy country	10%
Race	Different	50%
	Racial enemy	10%
Religion	Different	50%
	Enemy religion	10%
Possible Differences		
Gender	Biased	10%
Politically	Biased	10%

*By two steps.

- **Alignment:** Are the characters alignments different from the typical alignment given for that society, or even polar opposites to the moral (or immoral) majority?

e.g. A paladin won't be held in such high regard amidst a city of predominantly chaotic evil people.

- **Country:** Are the characters from a different country (or world); or even from countries with a history of enmity?

e.g. People are more likely to cheer for a home grown hero rather than one who hails from the neighbouring kingdom that is currently at war with them.

- **Race:** Are the characters of the same racial type as the majority for that society or generally considered racial enemies?

e.g. Don't expect a dwarf to gain quite so much thanks from a predominantly elven community as would an elf.

- **Religion:** Are the characters believers in the predominant religion? How dominant is the central religion? In areas where a monotheistic religion holds sway treat all nonbelievers as enemy religions.

e.g. Expect even paladins to be looked down upon by those devoted to other gods.

- **Gender:** Does the society favor one gender above another?

e.g. In a Matriarchy apply the penalty to male characters. In a Patriarchy apply the penalty to female characters.

- **Politics:** Does the society frown on certain character classes?

e.g. In a Magocracy add the penalty to Barbarians and Fighters. In a Militocracy apply the penalty to Sorcerers and Wizards. In a Plutocracy add the penalty to Clerics (unless servants of a God of Wealth or similar) and Paladins. In a Theocracy apply the penalty to Bards and Rogues (unless the predominant religion is a god of music or thievery respectively).

6. IN WHOSE NAME

The final factor in determining worship points comes with answering the question in whose name was the deed carried out? How much of their deity/religion does the individual represent? How much responsibility rests upon their shoulders? These questions are answered on Table 1-5. Basically the more religious the individual, the more their deeds are seen as an extension of divine intervention.

TABLE 1-5: EVENTS MODIFIED BY SOCIAL DIFFERENCES

Who carried out deed	Benefit to deity	Benefit to self
Deity/Mortal*	100%	100%
Prophet	90%	10%
Disciple	90%	10%
Cleric (Primary Class)	90%	10%
Lay Clergy	50%	50%
Devoted Worshipper	10%	90%

*Any character not specifically acting in the name of a higher power.

e.g. When a member of the Lay clergy is involved in an event, 50% of the benefit will go to themselves and the other 50% to their patron deity.

EVENT SYSTEM EXAMPLES

Our party of four heroes are:

- **Darra** (elf, female, CG, sorceress, lay clergy of Egyptian goddess Isis).
- **Fangor** (half-orc, male, NE, assassin, devoted worshipper of the Greek goddess Hecate).
- **Stone** (dwarf, male, N, druid, clergy of the Egyptian god Osiris).
- **Thrin** (human, male, LG, fighter, lay clergy of the Norse god Tyr)

EXAMPLE ONE

1. Event: The PCs defeat a great wyrm red dragon (ER 34) that has been terrorising a city.

2. Population: City population 30,000 people (ER 34 means that a maximum of 20,000 people can be affected): WP 20,000

3a. Publicity: Everybody knows (50%): WP 10,000

3b. Publicity Modifiers: Fanfare (x2), the King had organised a public tournament to find champions worthy enough to slay the dragon: WP 20,000.

4. Divide by Protagonists: $20,000 \div 4 = 5000$ each (by this stage)

5. Society Modifiers: The city is predominantly LG, human and the main religion is Norse. There are no gender or political modifiers.

- **Darra:** Has a different alignment (50%), is a non-native (50%), is not of the predominant race (50%) and worships a different religion (50%).
 6.25% of $5000 = 312$ WP

- **Fangor:** Has a different alignment (50%), is a non-native (50%), is of an enemy race (10%) and worships a different religion (50%).
 1.25% of $5000 = 62$ WP

- **Stone:** Has a different alignment (50%), is a non-native (50%), is not of the predominant race (50%) and worships a different religion (50%).
 6.25% of $5000 = 312$ WP

- **Thrin:** Has the same alignment, was born in the country, is of the predominant race and is a worshipper of the main religion.
 100% of $5000 = 5000$ WP

6. In the Name of:

- **Darra:** Lay Clergy of Isis, 50% goes to Darra, 50% goes to Isis.
 50% of $312 = 156$ WP to both Darra and Isis.

- **Fangor:** Devoted Worshipper of Hecate, 90% goes to Fangor, 10% goes to Hecate.

- 90% of $62 = 56$ WP to Fangor and 6 WP to Hecate.

- **Stone:** Clergy of Osiris, 10% goes to Stone, 90% goes to Osiris.
 10% of $312 = 281$ WP to Osiris and 31 WP to Stone.

- **Thrin:** Lay Clergy of Tyr, 50% goes to Thrin, 50% goes to Tyr.
 50% of $5000 = 2500$ WP to both Thrin and Tyr.

EXAMPLE TWO

1. **Event:** Darra (23rd-level sorceress) creates a magical aqueduct that can supply clean fresh water to the whole city (ER 22).
2. **Population:** 30,000 people (EL 23 means that up to 10,000 people can be affected): WP 10,000.
- 3a. **Publicity:** Everybody affected (100%): WP 10,000.
- 3b. **Publicity Modifiers:** Evidence (x2), the edifice can be seen from any point in the city. However, the multipliers can never exceed the maximum number of people affected by an event. So this remains 10,000.
4. **Divide by Protagonists:** $10,000 \div 1 = 10,000$.
5. **Society Modifiers:** The city is predominantly LG, human and the main religion is Norse. There are no gender or political modifiers.
 - **Darra:** Has a different alignment (50%), is a non-native (50%), is not of the predominant race (50%) and worships a different religion (50%).
 $6.25\% \text{ of } 10,000 = 625 \text{ WP}$
6. **In Whose Name:**
 - **Darra:** Lay Clergy of Isis. 50% goes to Darra, 50% goes to Isis.
 $50\% \text{ of } 625 = 312 \text{ WP}$ to both Darra and Isis.

Insert Illustration of Fangor being worshipped

NEGATIVE PRESS

Just as events can work positively, so to can they work against a religion. This negative press, acts to stymie and check a religion's growth or even see it dwindle and fade. Determining how many worship points are lost if the outcome of the event is unfavorable, is basically the same as before, except that society modifiers are ignored and the goal will be to try and limit poor publicity and scandal as much as possible.

1. The **Event** itself.
2. The **Population** affected by the event.
- 3a. The **Publicity** surrounding the event.
- 3b. Apply any **Publicity Modifiers**.

Expect any religion to try and conceal or otherwise limit the amount of publicity surrounding any event which could be detrimental to them.

e.g. If a holy relic is stolen, the church will almost certainly try to keep that from becoming public knowledge, while they recover the artifact.

4. **Divide** amongst any individuals/religions who are the focus of the event.
5. Ignore the **Society** affected by the event.

Societies are generally quicker to turn against individuals or organisations once things go wrong. This innate *schadenfreude* (joy at others misfortune) of the general public means that society modifiers are ignored for negative events.

6. **In Whose Name** was the event carried out.

Worship point penalties only apply to a character's religion if that religion has a presence within the area affected by an event. If not the character in question takes the full blame (and WP penalty) themselves.

EXAMPLE THREE (NEGATIVE EVENT)

1. **Event:** The king (20th-level, Charisma 20) has been assassinated by the pit-fiend Sharkon, while the PCs were acting as bodyguards to the king. Event Rating: 18 (13 + 5).
2. **Population:** City population 30,000 people (ER 18 means that a maximum of 300 people can be affected): Maximum WP -300
- 3a. **Publicity:** Everybody knows (50%): WP -150
- 3b. **Publicity Modifiers:** Fanfare (x2), the pit-fiend slew the king at his coronation: WP -300
4. **Divide by Protagonists:** $-300 \div 4 = -75 \text{ WP}$ each
5. **Society Modifiers:** Ignored.
6. **In the Name of:**
 - **Darra:** Lay Clergy of Isis, no church of Isis within the events area of effect, 100% goes to Darra, 0% goes to Isis.
 $100\% \text{ of } -75 = -75 \text{ WP}$
 - **Fangor:** Devoted Worshipper of Hecate, no church of Hecate within the events area of effect, 100% goes to Fangor, 0% goes to Hecate.
 $100\% \text{ of } -75 = -75 \text{ WP}$
 - **Stone:** Clergy of Osiris, no church of Hecate within the events area of effect, 100% goes to Stone, 0% applies to Osiris.
 $100\% \text{ of } -75 = -75 \text{ WP}$
 - **Thrin:** Lay Clergy of Tyr, Tyr is worshipped within the area of the event, 50% goes to Thrin, 50% goes to Tyr.
 $50\% \text{ of } -75 = -38 \text{ WP}$ to Thrin (the follower always gets any fractions rounded up and added to their total) and -37 WP to Tyr

WORSHIPPERS

The measure of a worshippers fervour directly correlates to the amount of WP generated. So the stronger the faith the greater the power bestowed upon the deity.

WORSHIPPER TYPES

Worshippers can generally be assigned to one of the following four categories, outlined below:

CLERGY

The clergy need little explanation, embodying the heart of the faith. They represent the link between the deity and its followers, and are the most important factor in the disposition of an immortal's faithful. Their strong fervour generates the greatest measure of worship.

- Encompassed within this niche are any who derive spells from the deity, not just clerics themselves. Paladins would also be classed with this group, as would druids and rangers.

LAY CLERGY

Lay clergy are the deities most fervent supporters; after the clergy itself. The lay clergy represents the hand of the church, faithful to the point of blindness, devoted unto death. They are often direct servants of the church; possibly as cohorts of clergy members. Or perhaps even personal agents of the deity.

DEVOTED WORSHIPPERS

Devoted worshippers are devout followers of the deity, belligerent in defending their beliefs, yet typically not involved in the immediate plots, goals and machinations within the church hierarchy. These worshippers represent the voice of the faith. Devoted worshippers pray daily and rarely, if ever, fail to attend any religious gatherings.

TYPICAL WORSHIPPERS

Typical worshippers are generally apathetic. They represent the body of the faith; the mob mentality. These followers rarely attend temple or church services; unless they have nothing better to do, or see something to gain from it. They will occasionally pray to the deity, both blessing and cursing them in equal measure.

- Typical worshippers may revere multiple deities.
- It is possible for the clergy, devoted followers or lay clergy of one religion to be considered typical worshippers of another deity but these will always be friendly deities from the same pantheon (or other type of godly grouping).

WORSHIPPERS AND WORSHIP POINTS

Each worshipper type is dependant upon the next most important position.

- For every 1000 WP, a deity has one thousand worshippers, broken down as follows: 1 cleric; 9 lay clergy; 90 devoted worshippers and 900 typical worshippers.

WORSHIP THROUGH FEAR

Just as worship can be an extension of love, so too can it be an extension of hate and fear. It is wholly possible for factors such as fear in the community to provide rival individuals or religions with a measure of worship.

A frightened community might be forced to sacrifice virgins to save them from the wrath of a nearby dragon, or hurl treasure into the sea to appease a kraken and allow safe passage and trade via the sea. They may be forced to give livestock to a neighboring warlord, kowtow and grovel at the whims of an evil wizard, be compelled to help build a shrine to an evil god when threatened by the priests or forced to pay protection money to the local thieves guild.

These activities are handled exactly like any other event. However, the Society Modifier is replaced by the Fear Factor, which governs how terrified the populace is. This fear factor grows every instance you threaten the community. But it also takes time to seed a fear and erode the last vestiges of hope; hence the minimum time span needed for a certain level of fear to set in.

TABLE 1-6: EVENTS MODIFIED BY FEAR FACTOR

Number of Threats	Minimum Time Span	WP Modifier	Level of Fear
1	Day	0.5%	Caution
2	Week	1%	Anxiety
3	Month	5%	Fear
4	Year	10%	Panic
5	Decade	50%	Terror
6	Century*	100%	Dread

*Or more

The fear factor competes with worship. So that a community that has spent a decade living in fear

SIDE EFFECTS OF FEAR FACTOR

When confronted by the object of their fear (within 60 ft. radius), targets must make a Will save (DC = Creatures CR + Cha Modifier) or suffer the side effects listed under Table 1-7. For every tenfold increase in the radius of effect, reduce the side effect by one step. Thus whole communities might appear to be nervous or edgy.

e.g. Within 60 ft. of the object of your dread, targets must save or die. Whereas within 6000 ft. of the object of your dread you would need to save or become panicked.

TABLE 1-7: SIDE EFFECTS OF FEAR FACTOR

Level of Fear	Side Effect (Will save)	Diplomacy Penalty
Dread	Death	+5 steps
Terror	Weakness* (-3d6 Str)	+5 steps
Panic	Panicked	+4 steps
Fear	Frightened	+4 steps
Anxiety	Shaken	+3 steps
Caution	-	+3 steps

*Paralysed if reduced to zero strength

WORSHIPPER NUMBERS

Keeping track of every single worshipper is not necessary. However, should the campaign require an approximate number of worshippers in a given area it can easily be determined.

TABLE 1-8: TYPICAL WORSHIPPER DISPLACEMENT

Type of Worshipper	Population Percentage
Clergy	0.1%
Lay Clergy	0.9%
Devoted Worshipper	9%
Typical Worshipper	90%

e.g. Total Population 17,000 (WP 8000): clerics 8, lay clergy 72; devoted worshippers 720 and typical worshippers 7200.

These figures represent the average concentration of worshipper types; but they are not the only possible cross-section of the ranks of a deities faithful. Worshipper displacement can be toyed with to better suit each individuals campaign. Outside factors can be applied; notably extremes such as apathy and fanaticism.

Apathy: Worship of the deity can wane, dependant on internal factors like social climate (such as the worship of a war god during an era of peace) or external factors such as interference from another deity.

Fanaticism: It is also conceivable that such worship could wax if the same factors are reversed (the worship of a war god during wartime).

WORSHIPPER CLASSES

Typically 99% of the population will be composed of non-player character classes, with 1% adventurers or characters with heroic classes.

TABLE 1-9: TYPICAL POPULATION DISPLACEMENT

Character Class	Population Percentage
Adepts	1%
Aristocrats	1%
Commoners	67%
Experts	20%
Heroes*	1%
Warriors	10%

*See Typical Hero Displacement

e.g. Population 25,000: Adepts 250; Aristocrats 250; Commoners 16,750; Experts 5000; Heroes 250; Warriors 2500.

What this means is that a body of worshippers drawn from the general public will be comprised of roughly the same cross-section of society.

HEROES

If you wish to examine how many heroic characters are present in the population (or body of worshippers) use Table 1-10: Typical Hero Displacement.

TABLE 1-10: TYPICAL HERO DISPLACEMENT

Character Class	Population Percentage
Cleric (includes Druids*)	0.1%
Fighter (includes Barbarians*, Paladins* and Rangers*)	0.5%
Rogue (includes Bards*)	0.3%
Wizards (includes Sorcerers*)	0.1%

*Secondary classes can be as much as 0.05% each.

e.g. Population 75,000 (750 Heroes): 75 Clerics ; 375 Fighters; 225 Rogues and 75 Wizards.

In some areas less common classes can assume the generic stereotype. So in an area populated by barbarian tribes the Barbarian Class may replace the Fighter Class as the more prevalent 'Fighter' type.

WORSHIPPER LEVELS

Levels can easily be assigned to a deities clerics (or indeed other worshipper types) by simply dividing the total number every subsequent level by 50% and carrying the difference. This only applies to characters in a given area or religion.

Example: 100,000 WP total = 100 Clerics

Total Clerics	100	
1st-level Clerics	50	50
2nd-level Clerics	25	+25 = 75
3rd-level Clerics	12 (rounded down)	+12 = 87
4th-level Clerics	6	+6 = 93
5th-level Clerics	3	+3 = 96
6th-level Clerics	1 (rounded down)	+1 = 97
Once you reach a figure of 1 cleric per level the remaining clerics making up the total each represent a single level increase.		
7th-level Clerics	1	+1 = 98
8th-level Clerics	1	+1 = 99
9th-level Clerics	1	+1 = 100

AGE OF A RELIGION

However, NPC level advancement should be tempered by the relative factor of time. It would be unrealistic for a new god with a quick influx of worship points to suddenly have dozens of mid-level clerics appear over the course of a year. So assume that NPCs typically gain 1000 EXP/year.

TABLE 1-11: NPC CLERIC LEVELS BY THE AGE OF A RELIGION

Age of Faith	Maximum NPC Cleric Levels (non-adventuring clerics)
After 1 year	allow 2nd-level
After 3 years (+2 years)	allow 3rd-level
After 6 years (+3 years)	allow 4th-level
After 10 years (+4 years)	allow 5th-level
After 15 years (+5 years)	allow 6th-level
After 21 years (+6 years)	allow 7th-level
After 28 years (+7 years)	allow 8th-level
After 36 years (+8 years)	allow 9th-level
After 45 years (+9 years)	allow 10th-level

e.g. In a 5 year old religion only 'adventuring' Clerics will have progressed beyond 3rd-level, regardless of the Worship Point total.

'ADVENTURING' CHARACTERS

To determine the levels for these 'adventuring' characters assume that for each level 50% of NPCs maximise their potential and stop adventuring, the remaining 50% keep gaining levels. Though due to the risks of adventuring half of these are eliminated each level.

Example: 100,000 WP = 100 Clerics, 5 year old Faith

Total Clerics	100
1st-level Clerics	50
2nd-level Clerics	25
3rd-level Clerics	12
All 13 Clerics beyond this are 'adventuring' Clerics.	
4th-level Clerics	6 3 (Casualties/Losses)
So 50% remain 4th-level; 25% are killed; 25% progress to next level	
5th-level Clerics	2 1 (Casualty/Loss)
6th-level Clerics	1

Casualties determined in this arbitrary fashion do not affect a gods worship points total. It is assumed that in due course replacements will be found to fill this gap. The levels of generic clerics can be calculated every year, and are only required on a case-by-case basis.

RELIGION

A religion is a specific system of belief and worship, encompassing a general philosophy (primarily for its worshippers) as well as a more specific ecclesiastical set of laws (often only for its clergy).

DESIGNING A RELIGION

Each religion is defined by a set of rules and regulations.

PHILOSOPHY

The first questions to ask yourself when outlining a new religion concern the general outlook or dogma.

- **Civility:** Is indoctrination forced upon its worshippers? Are restrictions (see Clergy Restrictions below) forced upon worshippers?
- **Education:** Is the religion responsible for education?
- **Ethics:** Does the religion favor law or chaos?
- **Morality:** Does the religion tend towards good or evil?

CLERGY

The clergy is outlined by what it cannot do rather than what it can do. Table 1-12 outlines a number of restrictions you can either select from (if you have a clear idea of what you want) or roll randomly. In case of the latter roll 1d3 times on the table for a chaotic aligned clergy and 1d4+1 times for lawful aligned clergy. If you roll the same restriction two or more times, do not reroll, but instead amplify the restriction.

e.g. Rolling twice for Contamination could mean extending the drugs ban to magical potions. Rolling twice for chastity could mean no sex allowed whatsoever, etc.

TABLE 1-12: CLERGY RESTRICTIONS

d12	Restriction	Meaning
1	Armour	Only light armour allowed
2	Chastity	Sex only in wedlock
3	Contamination	No drugs use
4	Families	Only upper class families allowed
5	Gender	Only one gender allowed
6	Mutilation*	Must self mutilate (e.g. lose an eye)
7	Racial	Only certain races allowed
8	Temperance	No alcohol
9	Temperance	Certain foods are taboo (e.g. Meat)
10	Vestments	Only one (or two) colors allowed
11	Wealth	Must give up half their wealth
12	Weapons	Only deities favored weapon allowed

*Symbolic for good aligned clergy (wear eye patch instead)

DUTIES

Do the duties of the priesthood extend beyond ecumenical matters to any of the following:

- **Counsel:** Do the clergy act as counselors for the people?
- **Marriage:** Does the clergy conduct wedding ceremonies?
- **Martyr:** Are the clergy supposed to die for their cause?
- **Missions:** Does the clergy conduct military operations?
- **Omen Reading:** Are the clergy expected to predict the future?
- **Vigilance:** Is the clergy responsible for policing?

HIERARCHY

Your clergy can have any number of strata, however a seven-tiered hierarchical structure is generally sufficient. The diocese is the area. The sample titles given are for the Catholicism and the Knights Templar respectively. Though feel free to use any analogous real world titles or even make your own up.

TABLE 1-13: CHURCH HIERARCHY

Possible Title	Levels*	Diocese	Possible Title
Friar	1st-3rd	Thorp	Sergeant
Prior	4th-6th	Village	Knight
Abbot	7th-9th	Town	Provincial Master
Bishop	10th-12th	City	Commander of Knights
Arch-bishop	13th-15th	Metropolis	Commander of the Land
Cardinal	16th-18th	Country	Master Templar
Pope	19th+	Empire	Grand Templar

*Non adventuring Clerics (see page 13)

PUNISHMENTS

- **Minor Transgressions:** Lapse of ecclesiastical restrictions, or neglecting duties. Punishment could be the loss of spells for 1d3 days.
- **Major Transgressions:** Flagrant disregard for ecclesiastical restrictions, abandonment of duties leading to serious consequences (ie. accidental/incidental death) to fellow clergy members. Punishment for major transgressions is a loss of spellcasting ability for 1d3 months.
- **Betrayal:** Flaunting, public disregard for ecclesiastical restrictions, or willful betrayal of the Faith. The punishment is excommunication, the complete, permanent loss of spellcasting ability.

rites of the religion

- **Church Trial:** Does your religion preside over the courts?
- **Confirmation/Coronation:** Do they organise state ceremonies?
- **Rule:** Is the religion the controlling power center of the area?
- **State Religion:** Is it the dominant religion in the area?
- **Tithes:** Can the religion expect a tithe from taxes?

ROLE OF THE RELIGION

- How are relations with other neighboring religions?
- How are relations with other power centers in the community?
- How are relations between the clergy and the worshippers?
- Does the religion have a secondary role within the community?

TYPES OF RELIGIONS

Agnosticism: Which means 'unknowable', is not so much a religion as it is a skeptical counterpoint to the absolute truth of religion.

Animism: The worship of souls which can reside within animals, plants or even inanimate objects.

Atheism: The absence of religious beliefs. An immortal of entropy may derive worship points from atheists.

Deism: Deism rejects the supernatural, and holds that religion must be based on reason and logic. These could be the worshippers of an immortal with the science portfolio.

Dystheism: This is the belief that the Supreme Being is evil...and usually results in the Games Master banning you from the table.

Eutheism: The belief that the Supreme Being is good...the Games Master awards you one extra experience point.

Henotheism: Devotion to a single god whilst accepting that other gods exist. Most worshippers in fantasy settings fall into this category.

Monotheism: The belief in the existence of only one god.

Nontheism: Religion and spirituality without any deities.

Omnitheism: A unified religious understanding which incorporates all known deities and religions. A kind of super-polytheism.

Pandeism: The belief that god is the universe itself, but not currently sentient. Worshippers of the Demiurge fall under this heading.

Panendeism: Those who believe the universe is but a part of God. Worshippers of the Supreme Being are panendeists.

Pantheism: The belief that a unifying force created but also transcends the material universe. Worshippers of the Akashic Records fall into this category.

Polytheism: Worship of a group of gods (such as a Pantheon).

Theism: The belief in one or more gods.

Transtheism: The belief that god did not create the universe, nor does God interact with the universe, but that God still does exist outside the universe. Worshippers of the Time Lords fall into this category.

THE FAITH

A Faith (capitalized to avoid confusion with the word faith) is the term given to the area of where a given religion is active. The Faith can be of any size, encompassing anywhere from mere thorp or village, to empires, continents, planets or possibly even galactic empires.

A deity can have more than one Faith and each could be very different in the way they worship the deity.

GENESIS OF A FAITH

A Faith typically has one of two beginnings. Either it springs up around the deeds and events of the character who later becomes immortal, or around the exploits of a missionary sent in the name of an immortal.

EXPANDING A FAITH

A religion can only expand so far before it hits the glass ceiling of social constraints and beyond that, the limits of the population itself.

GLASS CEILING

A typical society may have a number of competing religions

TABLE 1-13: SOCIAL LADDER

Religion	Max. % of WP	Power Center
Monotheistic	95%	Yes
Pantheistic: Primary Religion	50%	Yes
Pantheistic: Secondary Religions*	10%	Maybe
Pantheistic: Tertiary Religions	2%	No

*Maximum for an illegal/underground religion

Once a religion has reached the limits of the social ladder, the only ways it can progress to the next rung are either, through a positive epoch event (see page 8) whereupon it will switch places with the lowest religion of the next rung. The second method of advancement is by physically eliminating or displacing a rival religion.

POPULATION

Once a religion has reached the limits of the social ladder it will still grow as the population itself grows. This is known as a 'Matured Faith'.

- Under normal conditions (such as no wars or major disasters), a population grows at a rate of +1% per year.

STAGNATION

Stagnation is poison to the growth of a deities worship. If the roots of the Faith are not strong then the body of the worship shall ever be weakened also.

- Any Faith devoid of a positive event that entire calendar year will lose +2% of its WP.

Those wishing to randomly determine the waxing or waning of a religion can use Table: 1-14.

TABLE 1-14: YEARLY RANDOM EVENT TABLE

%	Event	Effect on Faith's WP
01	Catastrophic Year	Reduce by 90%
02-03	Disastrous Year	Reduce by 50%
04-07	Bad Year	Reduce by 10%
08-15	Poor Year	Reduce by 2%
16-84	Average Year	No Change
85-93	Good Year	Increase by 2%*
94-97	Great Year	Increase by 10%*
98-99	Amazing Year	Increase by 50%*
00	Epoch Year*	Increase by 100%*

*Limited by population and social constraints.

e.g. A result of 98 for a tertiary religion which has already holds 2% of that societies WP (maximum for a tertiary religion) will not increase.

REQUIREMENTS OF THE FAITH

The primary requirements of the faith are a place to gather and worship, and the answering of prayers.

PHYSICAL NEEDS (PLACES OF WORSHIP)

The primary requirement of the faith is somewhere to worship. These places of worship are a necessity for maintaining a strong Faith.

TABLE 1-15: PLACES OF WORSHIP

Place	Cost to Create*	Housed Clergy	Housed Lay Clergy	Temporary Visitors
'Holy' Ground	500gp	-	-	Any
Shrine	5000 gp	1	10	100
Church	50,000 gp	10	100	1000
Cathedral	500,000 gp	100	1000	10,000
Holy City	5,000,000 gp	1000	10,000	100,000

*Yearly upkeep is 10% of this.

- The inability to house all your clergy and lay clergy causes your worship points for that individual Faith to drop by 1% each year.

SPIRITUAL NEEDS (PRAYERS)

Immortals can choose how often and to what extent they wish to intervene. This can prove something of a balancing act. Too little support and your worshippers may start to lose faith. Whereas too much divine intervention can make mortals dependant and weak.

Divine intervention is when the god acts of its own accord to interfere and try to change the course of events.

STARTING A NEW RELIGION

Usually this is achieved by sending mortal champions or heroes; comprising of at least one cleric, on missions to influence and impress in some way the mortals of that region. Such adventures could include: defeating an evil tyrant who holds sway over the people; rescuing a fabled artifact; or saving the populace from the ravages of pestilence and famine. In fact some more deceitful deities may even instigate a problem or possible disaster, only to have their champions conveniently succeed in their supposed endeavour.

MISSIONARIES

A Faith may send a missionary (cleric) to a neighboring or far away land in an attempt to create a new Faith. A Faith will choose locations based on the number of similar social modifiers.

e.g. A lawful good dwarven religion is not going to send a missionary into a predominantly chaotic neutral elven community.

- Each missionary sent reduces the worship points for the Faith they are leaving by 1000.

Lone missionaries are rare, as the chances of survival are negligible. So most will be accompanied by some sort of retinue (at least nine lay clergy). Typically some sort of tribute will be paid to whichever power center controls the area, and that assumes the area is not openly hostile to begin with. This tribute is to give the missionary planning permission to build a place of worship.

DIVIDING A FAITH (SCHISM)

If a Faith fragments due to differences of how doctrine should be interpreted amongst the hierarchy, then assume each splinter faction takes with it a percentage of members (clergy, lay clergy, worshippers) based on the fraction of total levels divided between each group's leaders.

MOVING A FAITH (EXODUS)

In some rare cases it becomes necessary to move a Faith. This could be due to natural disaster, persecution, tyranny, war or any number of other reasons. The two phases of this are the journey itself and the destination.

THE POWER

The power refers to the procurement of spirit; the seventh element. This can only be gained by any being, however, it only manifests for immortals.

Destroying the material form of an immortal on a non-native plane simply returns the spirit to its native plane. Whereas destroying its form on its native plane sunders the spirit completely. Most of the spirit is reabsorbed by the plane itself. However, a fraction of the spirit is claimed by those instrumental in the sundering of the spirit. This explains how spirit beings change and grow.

- Slaying an immortal on its native plane imparts a fraction (roughly 10%) of that beings total quintessence.
- When multiple characters play an active part in slaying an immortal, distribute the amount of power points evenly between them.

TABLE 1-16: POWER POINTS GAINED BY SLAIN IMMORTAL'S CR

Immortal Challenge Rating	Power Points Gained	Immortal Challenge Rating	Power Points Gained
1-2	0.1	121-128	10,000,000
3-4	0.2	129-136	20,000,000
5-6	0.3	137-144	30,000,000
7-8	0.4	145-152	40,000,000
9-10	0.5	153-160	50,000,000
11	1	161-176	100,000,000
12	2	177-192	200,000,000
13	3	193-208	300,000,000
14	4	209-224	400,000,000
15	5	225-240	500,000,000
16	10	241-256	1,000,000,000
17	20	257-272	2,000,000,000
18	30	273-288	3,000,000,000
19	40	289-304	4,000,000,000
20	50	305-320	5,000,000,000
21-22	100	321-352	10,000,000,000
23-24	200	353-384	20,000,000,000
25-26	300	385-416	30,000,000,000
27-28	400	417-448	40,000,000,000
29-30	500	449-480	50,000,000,000
31-32	1000	481-512	100,000,000,000
33-34	2000	513-544	200,000,000,000
35-36	3000	545-576	300,000,000,000
37-38	4000	577-608	400,000,000,000
39-40	5000	609-640	500,000,000,000
41-44	10,000	641-704	1,000,000,000,000
45-48	20,000	705-768	2,000,000,000,000
49-52	30,000	769-832	3,000,000,000,000
53-56	40,000	833-896	4,000,000,000,000
57-60	50,000	897-960	5,000,000,000,000
61-64	100,000	961-1024	10,000,000,000,000
65-68	200,000	1025-1088	20,000,000,000,000
69-72	300,000	1089-1152	30,000,000,000,000
73-76	400,000	1153-1216	40,000,000,000,000
77-80	500,000	1217-1280	50,000,000,000,000
81-88	1,000,000	Monad	100,000,000,000,000
89-96	2,000,000	Duad	200,000,000,000,000
97-104	3,000,000	Triad	300,000,000,000,000
105-112	4,000,000	Tetrad	400,000,000,000,000
113-120	5,000,000	Pentad	500,000,000,000,000

e.g. The pit fiend Sharkon, a knight of hell, single-handedly slays the solar Al-Khemyst (CR 23) and in so doing gains 200 PP. Sharkon now has 700 quintessence.

Should the pit fiend ever reach 1000 quintessence it would be entitled to a power up (see Spiritual Growth on the following page).

e.g. The planetar Drakhen is on a mission in the Nine Hells when he is attacked by three ice devils (each CR 13). In a fierce battle, Drakhen manages to destroy two before the other teleports away to organise reinforcements to deal with the feathered interloper.

Drakhen absorbs roughly 10% of each ice devil's sundered spirit (3 x 2 = 6 PP); and now has 106 QP.

e.g. Our party of four mortal heroes slay the pit fiend Sharkon (CR 20) while adventuring in Hell. Each has a hand in his defeat, although it is Fangor who lands the death blow.

Sharkon possessed 700 QP (after killing the solar). The PCs gain 10% of that as power points, split evenly between the four of them (round fractions down). In this case each would gain 17 PP.

EXPLOITS AND EXPLOITATION

Slaying twenty Balors would give a mortal 1000 power points; which is enough quintessence to become a hero-deity (or at least fulfil the quintessence prerequisite of becoming a hero-deity). Slaying ten thousand Dretch would also bestow 1000 power points. The latter seemingly a risk free prospect for high or epic-level characters. Some enterprising players might even consider slaying ten million Dretch with designs on becoming lesser deities.

However, there are two in built inhibitors to this approach:

- Firstly, quintessence can only be gained if the character would also gain experience points from the encounter.
- Secondly, immortals do not take kindly to having anyone invade their realms and start killing their servants. This sort of affrontery is going to be swiftly addressed and dealt with. See Divine Intervention (pg. 21) for the sort of responses.

Insert Illustration of Thrin slaying a Balor

SPIRITUAL GROWTH

Spiritual growth for (advancing Non-Player Character) immortals, especially outsiders, is not merely an internal mechanism, but can manifest in a physical capacity too. This can literally involve growth in the physical sense (such as a large Vrock becoming a huge Vrock), or even a form of spiritual metamorphosis (such as a Vrock mutating into a Hezrou). Such changes are always linked to the beings hit dice. With the amount of hit dice possessed by an outsider based upon the amount of power points it has. Table 1-17: Outsider Advancement by Power Points.

TABLE 1-17: OUTSIDER ADVANCEMENT BY POWER POINTS

Outsider Hit Dice	Power Points	Outsider Hit Dice	Power Points
1-2	1	121-128	100,000,000
3-4	2	129-136	200,000,000
5-6	3	137-144	300,000,000
7-8	4	145-152	400,000,000
9-10	5	153-160	500,000,000
11	10	161-176	1,000,000,000
12	20	177-192	2,000,000,000
13	30	193-208	3,000,000,000
14	40	209-224	4,000,000,000
15	50	225-240	5,000,000,000
16	100	241-256	10,000,000,000
17	200	257-272	20,000,000,000
18	300	273-288	30,000,000,000
19	400	289-304	40,000,000,000
20	500	305-320	50,000,000,000
21-22	1000	321-352	100,000,000,000
23-24	2000	353-384	200,000,000,000
25-26	3000	385-416	300,000,000,000
27-28	4000	417-448	400,000,000,000
29-30	5000	449-480	500,000,000,000
31-32	10,000	481-512	1,000,000,000,000
33-34	20,000	513-544	2,000,000,000,000
35-36	30,000	545-576	3,000,000,000,000
37-38	40,000	577-608	4,000,000,000,000
39-40	50,000	609-640	5,000,000,000,000
41-44	100,000	641-704	10,000,000,000,000
45-48	200,000	705-768	20,000,000,000,000
49-52	300,000	769-832	30,000,000,000,000
53-56	400,000	833-896	40,000,000,000,000
57-60	500,000	897-960	50,000,000,000,000
61-64	1,000,000	961-1024	100,000,000,000,000
65-68	2,000,000	1025-1088	200,000,000,000,000
69-72	3,000,000	1089-1152	300,000,000,000,000
73-76	4,000,000	1153-1216	400,000,000,000,000
77-80	5,000,000	1217-1280	500,000,000,000,000
81-88	10,000,000	Monad	1,000,000,000,000,000
89-96	20,000,000	Duad	2,000,000,000,000,000
97-104	30,000,000	Triad	3,000,000,000,000,000
105-112	40,000,000	Tetrad	4,000,000,000,000,000
113-120	50,000,000	Pentad	5,000,000,000,000,000

OUTSIDER ADVANCEMENT

Merely increasing the hit dice of an outsider will only result in a lopsided creation. For instance, simply advancing a nalfeshnee to 42 hit dice won't make it into a demon monarch like Orcus. But there is no reason why outsider advancement (in fact monster advancement in general) should be so sterile. Use the following design parameters when advancing outsiders.

Hit Dice: All outsiders have maximum hit points per die. Those with 30 hit die or more use d20's for hit die. Those with 120 hit die or more use d100's.

Speed: Increase speed threefold for outsiders of 30 hit die or more. Increase speed tenfold for outsiders of 120 or more.

Armor Class:

- **Deflection Bonus:** Outsiders gain a deflection bonus to their armor class equal to their Charisma modifier.
- **Divine Bonus:** They also gain a +1 Divine Bonus to their armor class for every 5 Hit Dice.

• **Natural Armor Bonus:** Outsiders gain a natural armor bonus equal to 1/4 their total hit die (round any fractions down). If the outsider is especially tough/scaly (such as a pit fiend) increase the natural armor bonus to 1/2 their hit die. If the outsider has naturally heavy armor-plated hide then increase the natural armor bonus to equal their hit die.

Special Attacks:

Integrated Class Features: You can add integrated class features of any class equal to half the outsider's hit die (round fractions down).

Spell-like Abilities: The outsider will gain spell-like abilities based on its portfolios (see Chapter 3 for more details on Portfolios).

Special Qualities:

• **Damage Reduction:** Outsiders damage reduction increases by 1/2 hit die increase.

• **Divine Bonus:** Outsiders add a divine bonus equal to +1/5 hit die on: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

N.B. In many cases this bonus is already added to the features listed here.

• **Spell Resistance:** Outsiders gain spell resistance equal to 10 + 1.2/hit die (round fractions down).

Saves: Outsiders gain a divine bonus to their saving throws equal to +1/5 hit die (round fractions down).

Abilities: Add +2 to each ability score for every 5 hit die increase.

N.B. Remember to also add bonuses for size increases, virtual size increases and the +1 bonus point for every 4 hit die.

Skills: Outsiders gain a divine bonus to skill checks equal to +1/5 hit die (round fractions down).

Divine Abilities: The outsider gains 1 divine ability (See Chapter 4: Powers) for every 5 hit die added.

Challenge Rating: The outsiders CR should be equal to 2/3rd its ECL (see Effective Class Level below).

Treasure: As per their Effective Class Level.

Effective Class Level: Typically an outsider's ECL (with full equipment equal to its ECL) is double its hit dice. Reduce their total ECL by 1/12th for the number of artifacts carried less than 4.

CASE STUDY: (ADVANCED 30 HIT DICE VROCK)

Huge Outsider (Chaotic, Demon, Evil, Extraplanar)

Hit Dice: 30d20+390 (990 hp)

Initiative: +11

Speed: 120 ft., fly 225 ft. (average)

Armor Class: 35 (-2 size, +7 deflection, +5 Dex, +6 divine, +15 natural), touch 20, flat-footed 30

Base Attack/Grapple: +30/+59

Attack: Claw +52 melee (4d6+18)

Full Attack: 2 claws +52 melee (4d6+18) and bite +50 melee (2d8+9) and 2 talons +50 melee (2d6+9)

Space/Reach: 15 ft./20 ft.

Special Attacks: Dance of ruin, spell-like abilities, spells (as 15th-level sorcerer), spores, stunning screech, *summon demon*

Special Qualities: Damage Reduction 20/epic and good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 30, cold 30 and fire 30, spell resistance 46, virtual size category

Saves: Fort +20, Ref +20, Will +20

Abilities: Str 46, Dex 21, Con 37, Int 22, Wis 24, Cha 24

Feats: Gains 7 additional feats

Divine Abilities: Add 4 divine abilities

Challenge Rating: 26 (with no equipment), CR 40 with 60th-level PC equipment)

Treasure: None (no equipment) or Quadruple standard (full equipment).

Alignment: Chaotic Evil

Effective Class Level: 40 (with no equipment), ECL 60 with 60th-level PC equipment.

THE RESONANCE

The resonance refers to an incredibly strong source of mana; the fifth element. This power is fickle in its nature, not unlike a form of slavery in that those empowered by it are beholden to another. So while the path to enlightenment through resonance is quick and easy, it comes at a price.

The resonance in question refers to how strongly the area, being or object resonates with magical power. Depending on the source of the resonance it can manifest for any type of being, not just immortals.

There are three types of resonance:

- **Apertures:** Tears in the fabric of time and space allowing chosen individuals to tap power from the higher dimensions.
- **Compacts:** A contract with an immortal, commonly referred to as 'selling your soul'.
- **Soul Objects:** Intelligent magic artifacts that contain a fragment of an immortal's quintessence, effectively avatars and aspects in artifact form.

DANGERS

The sudden influx of divinity rather than a gradual build up (as with the Power and the Glory) can unhinge even the strongest hearts and minds. This can lead to a loss of sanity, and a growing dependence on that which has empowered them and is slowly but surely taking them over.

APERTURES

Certain areas resonate very strongly with supernatural power, this is caused by dimensional breaches. In many ways an aperture is the opposite to a dead magic area. While areas of dead magic are perhaps caused by bleeding from the dimension of entropy (lower dimension), a positive effect is almost certainly caused by pinholes between the fabric of reality itself and higher dimensions.

The term higher dimensions in this case refers to one simply higher than the current one you are in. So to someone in the prime material plane, the transitive, elemental and outer planes, as well as the Far Place itself would all be considered higher dimensions. Some unbelievably rare apertures which can bestow the power of a sidereal are pinholes into the 8th, 9th and 10th dimensions.

FINDING APERTURES

Apertures are very rare, but can be tracked. They almost always manifest in an area that has suffered a great magical cataclysm, attack or failed experiment sufficient to crack or pierce the walls of reality. However, chances are some other being has already encountered and bonded with the aperture. So if the chances of finding an aperture are remote, the chances of finding an aperture without a custodian are even less likely.

N.B. The GM can determine the number of apertures per world though as a rule of thumb, one per billion population (or continent) is a good yardstick.

BONDING WITH AN APERTURE

Apertures can manifest as anything but usually take the form of something ingestible such as water from a well, or the fruit from a tree, but it could also be simply bathing in a ray of light or an inanimate object such as an archway which needed to be passed through. Often the dimensional source of the aperture taints its appearance, so that a source tapping the lower planes could turn the water from a well into blood, while one tapping the upper planes could cause a tree to grow golden apples. Those who touch, or otherwise invest themselves of the aperture in the appropriate manner gain its power. If multiple creatures bond with it, then the power is reduced for all by one divine status for every new custodian.

e.g. An aperture which bestowed the power of a quasi-deity to a single custodian would only grant the power of a hero-deity to two custodians, the power of a prophet to three custodians and the power of a Disciple to four. If five (or more) creatures invested themselves of its power none of them would gain any benefit.

POWER OF AN APERTURE

The power of an aperture is usually determined by how long it has existed. See Table 2-7: Typical Divine Age for the power an aperture can convey.

e.g. An aperture that has been open for 2000 years could convey the power of a Lesser Deity.

OPENING AN APERTURE

Apertures can be artificially created by casting 100 *wish* or *miracle* spells (each draining 5000 XP from the caster).

CLOSING AN APERTURE

Apertures can only be closed if it has no particular custodians. A *wish* or *miracle* spell (draining 5000 XP from the caster) cast while there is no current custodian has a 1% chance per caster level minus the current divine rank of the aperture of permanently closing the breach.

CUSTODIANS

Those who bond with an aperture become known as custodians. They defend the aperture from all others. Defeating an existing custodian does not impart the resonance to the victor, but will allow them access to the source of the aperture. On occasion, custodians (usually of good-alignment) will pass down responsibility for guarding the aperture to their children or those individuals they deem worthy.

Custodians must keep the aperture within range of their Divine Aura (see page 23: Table 2-5 for the range of an immortal's Divine Aura). Custodians who do not have the aperture falling within the range of their divine aura temporarily lose gained quintessence at a rate of 100 QP per round (with a drop in Divine Status as appropriate). Once they return to the aperture they regain QP at the same rate.

DEAD MAGIC

For every area of positive resonance there will be an equal sized area of dead magic. Dead magic is the bane of even immortals.

THE FORGOTTEN

Those who become custodians of dead magic areas are known as the forgotten. They can be of any race but are typically constructs, outsiders and most commonly, undead. They are known as the forgotten because areas of dead magic tend to be bleak and devoid of life and thus are best left forgotten.

The forgotten are capable of using magic items, supernatural abilities or casting spells within dead magic areas, giving them a tremendous advantage against those invading their territory.

COMPACTS

Beings such as mighty angels, demon princes and those commonly referred to as gods, can be petitioned by mortals seeking power. Most of these petitions fall on deaf ears. However, on occasion, usually when the mortal in question makes an appropriately large sacrifice to the god, they will be granted an audience.

THE PETITION

To gain an audience with an immortal, usually that being will need to make a sacrifice of at least 1/4 their total wealth.

TABLE 1-18: PETITIONED FOR DIVINE STATUS

Petitioned for Divine Status	Minimum Sacrifice	Minimum Level (or ECL)	Min. Power of Patron
Disciple	1/4 wealth	5	Hero-deity
Prophet	1/2 wealth	10	Quasi-deity
Hero-deity	3/4 wealth	15	Demi-deity
Quasi-deity	Total wealth	20	Lesser deity

A deeper study of the merits and pitfalls of sacrificial magic will be found in the forthcoming Immortals Handbook: Grimoire.

THE BARGAIN

If the immortal is convinced that bestowing such power will further their plots and goals, it will empower the mortal with the appropriate quintessence. Transfer of quintessence is not very efficient, the immortal must expend 10 quintessence for every point gained by the mortal.

e.g. If the demon prince Pazuzu (demi-deity with 800,000 QP) wants to make a mortal one of its Prophets, it must expend 1000 quintessence to bestow 100 quintessence (the minimum for a Prophet) upon the mortal.

BREAKING THE CONTRACT

The compact is like taking a mortgage out on your soul. The immortal can revoke the power at any point the mortal fails to live up to its side of the bargain, which usually amounts to doing what the immortal says.

The mortal can however buy their way out of the contract by paying back the initial quintessence expenditure of the immortal...plus interest of course. Not to forget that you need to transfer ten times as much. Usually interest is a flat +1%/year.

e.g. Antor the Questionable wants to buy his way out of the contract with the demon prince Pazuzu. He successfully petitioned Pazuzu for the power of a Prophet 10 years ago. So if he wants to buy out the contract he will have to give the demon prince 1100 QP. Which means Antor will have to expend 11,000 QP (because of the 10% efficiency of such transfers).

SOUL OBJECTS

These powerful intelligent artifacts contain a fragment of an immortal's divinity, much in the same way that avatars and aspects are splinters and shards of a god's manifestation. However, a soul object can bestow this divinity upon any wielder...if it chooses to do so.

GAINING A SOUL OBJECT

Rarity aside, soul objects can be gained just like any other magic item, however, the artifact may not manifest its power for a given wielder if the two are incompatible. This manifests in much the same way as the relationship between an intelligent magic item and its owner. However, the soul object adds its effective divine rank to any item ego check, and the owner won't benefit from any bonuses gained from the bestowed divinity if their contrary actions force an ego check. See Table 2-1: Divine Hierarchy for the divine rank possessed by equivalent immortals.

CREATING A SOUL OBJECT

Soul objects are not only powerful epic items but also act as batteries charged with quintessence. Typically the maximum amount of quintessence that a soul object will contain is 10% of the immortals total QP. However, the transfer of quintessence in this manner is only 10% efficient. So an item charged with 1,000,000 QP can only bestow 100,000 (10%) upon the wielder.

See Table 2-1: Divine Hierarchy for how much quintessence is needed for each divine rank and divide the amount used in constructing the soul object by 10 to determine what measure of divinity it can bestow.

DESTROYING A SOUL OBJECT

For all intents and purposes, soul objects, like other artifacts, are practically invulnerable. Even if the object itself is sundered or disjoined it will reform within 1d4 rounds. The only way to permanently destroy it is to unmake it. To do this requires assaulting the soul object with more quintessence than was used in its construction.

The amount of quintessence used in the construction of a soul object is equal to the EXP used in its creation + the amount of QP it is charged with.

e.g. The Caduceus of Thoth has a market value of 39,062,500 GP, therefore the EXP is 1/100th the market value plus 10,000 GP = 400,625 EXP. However, the rod is also a soul object storing 2,500,000 QP. Therefore the total QP needed to destroy it would be 2,900,625 QP.

While immortals can attempt a more direct approach to destroying soul objects (or any artifact for that matter), mortals can only indirectly generate quintessence through some sort of event or sacrifice. Each artifact has weaknesses much like those conveyed upon immortals through their portfolios (See Chapter 3: Portfolios). These weaknesses act as multipliers for any force trying to destroy it.

IMMORTALITY THROUGH SPELLCASTING

It is also possible to gain divinity through the use of mighty epic magics.

DIVINE ASCENSION (NEW EPIC SPELL)

Conjuration, Transmutation

Spellcraft DC: See Table 1-13

Components: V, S

Casting Time: 1 minute

Range: One Creature or Object

Duration: 20 hours (temporary) or permanent (see Table 1-12)

Saving Throw: None

Spell Resistance: No

To Develop: Variable depending upon mitigating factors and the divine status chosen to duplicate. The spell uses the Fortify (DC 27) and Summon (DC 14) seeds.

The caster or recipient of the spell gains the appropriate divinity template and portfolio template(s).

TABLE 1-19: DIVINITY SPELL DCs BY DIVINE STATUS

Divine Status	Epic Spell DC*	
	Temporary Divinity	Permanent Divinity
Disciple	158	790
Prophet	278	1390
Hero-deity	398	1990
Quasi-deity	518	2590
Demi-deity	758	3790
Lesser Deity	998	4990
Intermediate Deity	1478	7390
Greater Deity	1958	9790
Elder One	2918	14,590
Old One	3878	19,390
First One	5798	28,990
Demiurge (Stage I)	7718	38,590
Demiurge (Stage II)	11,558	57,790
Demiurge (Stage III)	15,398	76,990
Time Lord (Monad)	23,078	115,390
High Lord (Duad)	46,156	230,780

*These DCs do not take any mitigating factors into account.

Insert Illustration of Divinity

DIVINITY

The word divinity encompasses the power attributed to all those either: touched by the divine hand; those who are, in essence deities or godlike beings themselves, as well as those cosmic (and beyond cosmic) entities which are the embodiment of universal forces.

The first chapter outlined how to become an immortal, this second chapter explains what happens when you become one.

DIVINE HIERARCHY

The divine hierarchy (as shown in Table 2-1) unveils the magnitude of the cosmic stage that exists beyond mortal comprehension.

DIVINE CLASS

This represents a general categorization of divine power.

Mortals (Unergods): Those individuals touched by the divine hand and given some special access or insight into divine mysteries.

Immortals (Gods): Powerful spirit-beings, often worshipped by mortals, who rule those areas beyond the mortal plane. Each represents, or is bound to an aspect, or aspects of reality.

Sidereals (Overgods): Primordial architects who shaped the cosmos with their very being. The embodiment of the layers, planes and dimensions which comprise a given reality.

Eternals (Evergods): Eternals, or sometimes externals, are improbable giga-beings that exist beyond the fundamental forces of our reality. Each a

TABLE 2-1: DIVINE HIERARCHY

Divine Class	Divine Status	Divine Rank	Quintessence	Example
Mortal	Disciple	1	10-99	Morgan Le Fay
	Prophet	2	100-999	Yanauluha
Immortal	Hero-deity	3	1000-9999	Achilles
	Quasi-deity	4	10,000-99,999	Vainamoinen
	Demi-deity	6	100,000-999,999	No-Cha
	Lesser Deity	8	1,000,000-9,999,999	Hecate
Sidereal	Intermediate Deity	12	10,000,000-99,999,999	Horus
	Greater Deity	16	100,000,000-999,999,999	Dagda
	Elder One	24	1,000,000,000-9,999,999,999	Surtur
	Old One	32	10,000,000,000-99,999,999,999	Algol
	First One	48	100,000,000,000-999,999,999,999	Metatron
Eternal	Demiurge (Stage I)	64	1,000,000,000,000-9,999,999,999,999	Abraxas
	Demiurge (Stage II)	96	10,000,000,000,000-99,999,999,999,999	?
	Demiurge (Stage III)	128	100,000,000,000,000-999,999,999,999,999	?
	Time Lord	200	1,000,000,000,000,000 (entire reality)	Dabbat
Supernal	High Lord	400	2,000,000,000,000,000+	Tetragrammaton
	Supreme Being	Highest*	Highest*	?
Akasha	Akashic Memory	Infinite	Infinite	n/a

*Discounting the Akasha

universe (or multiverse) unto themselves. Many consider these aspects and avatars of the Supreme Being.

Supernals (GOD): Those who either are, or have been at some stage, the supreme being. Every eternity or so, the current supreme being either retires or is deposed. The supreme being bends the akashic memory to its will and is the primary guiding force in the omniverse.

Akasha (?): The akashic memory, or sometimes, the akashic records is essentially everything. The omniversal DNA.

DIVINE STATUS

Divine status is a more specific dissection of divinity itself. The various idiosyncrasies of which are discussed later in this chapter (see pages 27-39). Table 2-1: Divine Hierarchy outlines how much quintessence is required to gain each divine status.

NB. These rules place hero-deity status below quasi-deity status. The reasoning being that it seemed more rational progression to go from being a hero to a hero-deity. Rather than hero to quasi-deity then hero-deity. While the more recent incarnations of the game failed to clearly distinguish between the two, earlier incarnations placed hero-deity above quasi-deity. If you are more comfortable with the older hierarchy then feel free to swap the terms around, but remember that all future Immortals Handbook products will use the hierarchy presented within this book.

DIVINE RANK

Divine rank is an even more specific assessment of divine power. However, this book assigns a fixed divine rank to each divine status, the alternative (multiple ranks within each divine status) deemed an unnecessary complication. To convert existing deities to these rules simply assign a new divine rank based on the immortal's divine status.

e.g. A demi-deity of divine rank 3, would still be a demi-deity, but would now have divine rank 6.

This book also has no divine rank 0. Instead convert divine rank 0 to either divine rank 3 (hero-deity) or divine rank 4 (quasi-deity).

DIVINE INTERVENTION

Divine intervention is the involvement of a divine being to supersede, suspend, or otherwise change the natural course of events. However, immortals cannot act with impunity, every action creates an equal and opposite reaction. The kosmos always finds a way of balancing itself.

There are two types of divine intervention, direct and indirect. Direct intervention is when the immortal's manifestation is involved. Indirect intervention is when a servant or avatar is sent, or some other action is taken to aid its followers, such as granting a *wish* or extracting them from a dangerous situation.

DIRECT INTERVENTION

So why doesn't Thor (an intermediate deity) venture into the Abyss and go slay the demon prince Baphomet (demi-deity) or some other relatively weak (to Thor that is) opponent? The problem is one of enmity. Attacking someone beneath your divine status is a lot like being a school bully. If you pick on the 'little guy' then either he is going to get a group of his friends together, get his big brother or, failing that go get the teacher. So Thor's act of invading the Abyss is going to be countered by a being, or group of beings collectively equal to him in power. Factor on top of that the defender will still have home plane advantage, all their defences and servants guarding them and the prospect becomes a lot more intimidating.

- Immortals can only act with impunity against someone with an equal or higher divine status (or an ECL equal to the minimum for that divine status, if the being in question is not divine).

e.g. Thor could attack another intermediate deity, more powerful immortal or any being with an ECL 120 (minimum for an intermediate deity) or better without facing any serious repercussions.

- Immortals who initiate attacks against weaker foes will find themselves beset by an opponent, or opponents to counterbalance any advantage. As a quick rule of thumb, one immortal of a given divine status equals twice as many immortals of the next lowest divine status. So 2-3 demigods are roughly equal to one lesser god, 4-7 demigods are roughly equal to a single intermediate god. It is suggested that you do not use individuals with a difference of three or more divine status as they will almost certainly obliterate the weaker opposition regardless of numbers.

e.g. If Odin (greater deity) invades Baphomet's realm then he will more likely face 4-7 demon monarchs (lesser gods) rather than 8-15 demigods.

If the aggressor is somehow able to sneak in and assassinate his weaker target before they can call for back-up, then consider a posse (twice as big as before) to seek revenge and track the aggressor to their godly realm.

e.g. If Thor slays Baphomet before his allies arrive then a posse of evil immortals from the Abyss equivalent to 2-3 intermediate deities (such as 4-6 lesser deities, etc.) will hunt Thor down and exact revenge. None of Thor's allies will aid him for this fight (only followers), lest the conflict be escalated. If Thor survives this attack then the matter is deemed over.

Obviously a more powerful deity can defend itself against a weaker immortal, or immortals who invade its godly realm without reprisals. These rules are simply to punish more powerful aggressors. Direct intervention by immortals is a lot like deploying nuclear weapons. Everyone has them, but generally the threat of retaliation is enough to keep them from being used.

INDIRECT INTERVENTION

Indirect intervention involves behind the scenes manipulation by the immortal, usually through granting wishes to followers.

- Beseeking a deity is considered a free action. However, characters can only make one request per day. The likelihood of success is shown in Table 2-2: Chance of Indirect Divine Intervention.

TABLE 2-2: CHANCE OF INDIRECT DIVINE INTERVENTION

Modifier	Percentage
Base	1%/ECL of character
Each Previous Intervention for individual	-5%
Devotion:	
Typical Worshipper	-20%
Devoted Worshipper	-10%
Lay Clergy	-5%
Clergy	+/-0%
Disciple	+10%
Prophet	+20%
Enemy:	
Opposed Alignment	+1%
Servants of Deity's Nemesis	+5%
Location:	
Realm of another Immortal	No chance
Mission:	
Sent by the Deity itself	+25%

e.g. A 12th-level cleric of Thor facing servants of Loki would have a 17% chance of indirect divine intervention (12 + 0 + 5).

Table 2-3: Outcome of Indirect Divine Intervention offers some ideas on granting *wishes*.

TABLE 2-3: OUTCOME OF INDIRECT DIVINE INTERVENTION

Followers Location	Sample Effects of Granted Wish
Enemy Stronghold	Extraction (<i>greater teleport, plane shift</i>)
Neutral Territory	Magical Bolstering (<i>heal, mass cure critical wounds, mass heroism</i>)
Friendly Stronghold	Reinforcements (<i>create greater undead, greater planar ally, summon monster VIII</i>)

Each deity may have its own ideas on how best to aid its followers in peril, a war god for instance is unlikely to extract followers from a battle.

TABLE 2-4: DIVINE PROGENY

Parent #1	Parent #2	Progeny	Quintessence Lost	Aborted Offspring
Mortal	Immortal (Demi-deity+)	Hero-deity	10,000	Abomination (eg. Nephilim*)
Immortal (Demi-deity+)	Immortal (Demi-deity+)	Quasi-deity	100,000	Abomination (eg. Atropal*)
Immortal (Demi-deity+)	Sidereal (Elder One+)	Intermediate Deity	100,000,000	Entity (eg. Negasaurus*)
Sidereal (Elder One+)	Sidereal (Elder One+)	Greater Deity	1,000,000,000	Entity (eg. Garganaut*)
Sidereal (Elder One+)	Eternal (Demiurge+)	Old One	100,000,000,000	Anomaly (eg. Alkla*)
Eternal (Demiurge+)	Eternal (Demiurge+)	First One	1,000,000,000,000	Anomaly (eg. Infinitaur*)

*The Atropal is from Chapter 5 of the ELH. The rest will appear in future Immortal's Handbook products.

DIVINE PROGENY

The children of the gods are born with a fraction of the parent's divinity. However, this act in itself does draw quintessence from any divine parent (so you cannot simply beget an army of immortal offspring).

Each parent gets to choose a portfolio, with the more powerful parent choosing first. The second portfolio chosen cannot be opposed to the initial portfolio (See opposed portfolios in Chapter 3: Portfolios).

e.g. Zeus has a dalliance with a beautiful mortal woman called Alcmena. Her son, Heracles (Hercules if you prefer), is born with the power of a hero-deity. Zeus loses 10,000 quintessence. Zeus chooses the strength portfolio. Alcmena (enraged at being tricked by Zeus into infidelity) chooses the madness/rage portfolio. Heracles later adventures and labors gain him much power and glory and he eventually becomes a demigod.

Either of the two parents can choose to invest all the quintessence. However, one parent cannot force more than half the responsibility upon the other. If one or both parents are unable or unwilling to expend sufficient quintessence (a reflection of love over lust) then the aborted offspring is likely to become a monstrous abomination, cosmic entity or unforgiving anomaly, as shown on Table 2-4: Divine Progeny.

The pregnancy lasts the same as any for that particular race. The epic feat Egg-Born (see page 101) allows for the laying of an egg within days instead of months. Though this egg must still be incubated for the normal amount of time before the child is born. While the divine ability Sweat-Born (see page 129) allows immortals to give birth almost instantaneously.

DIVINE RETINUE

Each divinity commands a retinue of personal followers, extraneous to any worshippers it has garnered. These followers populate and guard the immortal's godly realm. Some of these are the souls of dead worshippers (petitioners), while others are natives of that plane (minions) recruited by the immortal. A select few may be powerful mortals (usually epic characters) deemed special enough to serve the immortal directly.

Minions: Those who serve the immortal by choice. Usually spirit beings (outsiders) native to that plane.

Petitioners: The souls of those who once worshipped the deity. The number of petitioners who populate an immortal's realm simply represents the number of souls the realm can manifest, not the entirety of the deity's dead worshippers.

- The percentage of petitioners in a divine retinue is equal to the percentage of worship points in the immortal's total quintessence. The remaining percentage determines the ratio of minions.

e.g. Baphomet has 500,000 quintessence (50,000 of that is worship points, the remaining 450,000 is power points). Therefore 10% of Baphomet's divine retinue will be petitioners, and 90% will be minions.

Deities whose power is based more from glory than conquest will generally have far more petitioners than minions, and vice-versa for those immortals whose power derives more from conquest (such as the Demon Princes and Dukes of Hell) than worship.

- As a rule of thumb, NPC deities will have 90% of their retinue made from petitioners, and 10% derived from minions. While NPC immortals will have 10% petitioners and 90% minions.

CREATING A PETITIONER

Petitioners are basically ghosts (see the Ghost Entry in the Monster Manual) with the following changes.

Special Attacks: Petitioners retain a ghost's Manifestation ability but they gain none of the ghost's other special attacks.

Special Qualities: Petitioners retain the ghost's Rejuvenation ability, and can only be permanently destroyed by slaying their patron deity. Their Turn Resistance is equal to their patron deity's Divine Rank.

Challenge Rating: Same as the base Creature.

LEADERSHIP

The immortal's Leadership Score determines the size of its retinue.

Leadership Score: Leadership Score = Immortal's ECL + Charisma Modifier + Divine Bonus (+ Miscellaneous Leadership Modifiers; as per the Dungeon Masters Guide, Chapter 4).

Cohort ECL: The immortal can attract a single cohort. A cohort's ECL = 1/2 the Immortal's Leadership Score (rounded down) + 5.

Sub-Cohort ECL: The immortal can also attract a number of sub-cohorts. A sub-cohort's ECL = 1/4 the Immortal's Leadership Score (rounded down) + 5. The number of sub-cohorts an immortal can attract is equal to 1/10th its Leadership Score (rounded down).

e.g. The demon prince Baphomet, with a Leadership Score of 82 would have one cohort of ECL 46 and eight sub-cohorts of ECL 25.

You can vary sub-cohort ECL by up to +/- 10%. For each sub-cohort increased, be sure to decrease another by the same amount.

e.g. Instead of eight sub-cohorts of ECL 25, Baphomet could have one ECL 23, two ECL 24, two ECL 25, two ECL 26 and one ECL 27.

Number of Followers by ECL: Each immortal has a base number of ECL 1 followers, 1/10th the base number of ECL 2 followers, then halve the number of followers for each subsequent ECL (rounding fractions up).

- For Leadership Scores of 40 or more the base number of ECL 1 followers = 1000 + 100/point of Leadership above 40.

NB: For Leadership Scores under 40 see the Epic Level Handbook.

e.g. Baphomet's Leadership Score of 82 gives him 5200 ECL 1 followers.

RETINUE MULTIPLIER

The base number of followers is also affected by a number of factors, including the number of layers ruled and (the square of) the divine age of the immortal. The epic feat Legendary Commander increases the Retinue Multiplier by 9.

e.g. Lets say the demon prince Baphomet rules 3 layers of the Abyss and has a divine age of 1000 years (square root 31). Therefore he would have a Retinue Multiplier of 93 (3 x 31) times the base number of followers. Instead of 5200 ECL 1 followers, he would have 483,600 (5200 x 93). If Baphomet gained the Legendary Commander feat his Retinue Multiplier would become 102 (93 + 9).

QUICK FOLLOWER COMPOSITION

Instead of having followers of every ECL, you can remove the followers of a given ECL to double the numbers of another (remember that a double double, is a triple in this case). To determine ECL increase a monsters CR by 50% (and round up).

e.g. **Typical Followers of Baphomet Composition:** 483,600 ECL 1, 48,360 ECL 2, 24,180 ECL 3, 12,090 ECL 4, 6045 ECL 5, 3023 ECL 6, 1512 ECL 7, 756 ECL 8, 378 ECL 9, 189 ECL 10, 95 ECL 11, 48 ECL 12, 24 ECL 13, 12 ECL 14, 6 ECL 15, 3 ECL 16, 2 ECL 17, 1 ECL 18. Total: 18 ECLs covered.

e.g. **Modified Followers of Baphomet Composition:** 48,360 ECL 2 (Manes), 48,360* ECL 3 (Dretch), 6046* ECL 6 (Minotaur Petitioners), 3024*** ECL 8 (Fiendish Minotaurs), 60**** ECL 14 (Vrock), 8*** ECL 17 (Hezrou). Total: 6 ECLs covered (12* others used as multipliers).

DIVINE TRAITS

DIVINE AURA

Divine aura is a direct extension of the immortal's will. As if the god's subconscious desires exist beyond mere physical limitations and can reach out and interact with the reality around it. This presence manifests as an intangible (or in some cases tangible, depending on various divine abilities) emanation of power. Immortals can automatically sense when their own aura is in contact with that of another such being and both will be able to sense the others divine status.

TABLE 2-5: DIVINE AURA RANGE

Divine Class	Range	Radius of Aura
Mortal*	Close	25 ft. + 5 ft./2 Hit Die
Immortal	Medium	100 ft. + 10 ft./Hit Die
Sidereal	Long	400 ft. + 40 ft./Hit Die
Eternal	Extreme	1600 ft. + 160 ft./Hit Die

*Undergod (Disciple or Prophet)

e.g. Demogorgon (50 HD Lesser Deity) would have a divine aura with a radius of 600 feet (100 ft. + (10 ft. x 50 HD)).

EFFECTS OF DIVINE AURA

The immortal can choose from the following effects each round as a free action. The saving throw to resist effects has a DC of 10 + the immortal's Charisma modifier + the immortal's divine rank.

- **Daze:** Those within the immortal's aura must make a Will save or be unable to act, other than defend themselves, duration 1 round.
- **Fear:** Those within the immortal's aura must make a Will save or be shaken and suffer a -2 morale penalty on attack rolls, saves and checks.
- **Heroism:** Allies within the immortal's aura gain a +2 morale bonus on attack rolls, saves and skill checks.

N.B. Many divine and cosmic abilities can enhance the range and effects of an immortal's divine aura (see Chapter 4 : Powers).

GODLY REALM

N.B. Godly realms are covered in much greater detail within the Immortals Handbook: Chronicle.

An immortal's godly realm represents its dominion, retreat and the sanctuary of its sundered spirit, should it be slain on another plane.

The dimensional location chosen for the realm governs how quickly the immortal can expand its control over the reality of the plane. Some dimensions are more susceptible to having their reality altered than others (as per Table 2-6: Godly Realm Expansion). Most immortals will seek to construct realms somewhere in the outer planes. For although the Far Place is even more pliable, the pseudonatural threat and inherent madness of that dimension make it a much less attractive prospect for colonisation.

Immortals typically choose an outer plane with an alignment compatible to their own for both recruitment of minions and the relative

security of not being an unwanted visitor (the demons of the Abyss are not known for their hospitality, but they are far more likely to tolerate a chaotic evil deity in their midst than the affront of a lawful good deity).

- The size of an immortal's godly realm is equal to its current divine aura radius multiplied by the amount of time the immortal has dwelt there as per Table 2-6: Godly Realm Expansion.

TABLE 2-6: GODLY REALM EXPANSION

Dimensional Location of Realm	Rate Divine Aura Expands
Abyss (The Far Place)	Doubles* every month
Atziluth (Outer Planes)	Doubles* every year
Briah (Elemental Planes)	Doubles* every decade
Yetzirah (Transitive Planes)	Doubles* every century
Assiah (Prime Material Plane)	Doubles* every millennia
Byss (Death Dimension)	No expansion

*Remember a double, double is a triple.

e.g. If Demogorgon's divine age is 10,000 years then his godly realm will have a radius of 6,000,000 feet (600 x 10,000), equivalent to 1136 miles.

Within their godly realm immortals are more powerful, as follows.

- **Divine Bonus:** Enemies (even including more powerful immortals) who invade a rival's godly realm suffer that immortal's divine bonus as a penalty on all dice rolls. This penalty represents the very reality of the realm itself acting against the interloper and can manifest in any imaginable way; gravitational, magical, physical, temporal etc.

e.g. Anyone in the godly realm of Thor (an intermediate deity) incurring his displeasure would suffer a -12 penalty to all dice rolls.

- **Hit Points:** Listed hit points for the immortal's manifestation are doubled while within their godly realm. Again this is akin to the realm itself absorbing part of the pain and suffering directed at the immortal.

IMMORTALITY

Immortality is not merely the inability to age, if it was then even constructs, fey, outsiders and undead would all be immortals. However, use of the term immortal herein is not given so cheaply. Immortals are beings who are no longer simply individuals, but have become extensions of reality itself. The more power they attain the more such beings become one with the universe. The more intrinsic to the nature of the kosmos the less likelihood the universe will want to surrender them and consequently the tougher they are to destroy.

An immortal is fundamentally similar to an outsider (spirit being). However, the term immortal generally only applies to beings of hero-deity status or above (outsiders with Int 4+ and 15 or more hit die should be treated as if immortal).

- **Aging:** Immortals do not suffer adversely from aging.
- **Breathing:** Immortals do not need to breathe.
- **Death:** Immortals destroyed outside their native plane are not killed but instead merely banished from that plane for a century.

N.B. Certain ultra-powerful abilities can destroy an immortal outside its native plane (see Chapter 4 : Powers).

- **Immunities:** Immortals are unaffected by natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by magical cold, magical disease, magical fire etc.

e.g. A hero-deity would be unaffected by poison from a venomous snake. However, the same hero-deity would be susceptible to the poisonous bite of a supernatural creature like a Medusa.

- **Sleeping:** Immortals require no rest.
- **Sustenance:** Immortals require no sustenance (neither food nor water) to survive.

DIVINE AGE

While immortals do not suffer the ravages of time, nor its accompanying detrimental affects, their immortal existence generally parallels their divine status as shown by Table 2-7: Typical Divine Age.

TABLE 2-7: TYPICAL DIVINE AGE

Divine Status	Divine Age* (in years unless noted)
Disciple	1-4 weeks
Prophet	1-12 months
Hero-deity	1-9
Quasi-deity	10-99
Demi-deity	100-999
Lesser Deity	1000-9999
Intermediate Deity	10,000-99,999
Greater Deity	100,000-999,999
Elder One	10,000,000-99,999,999
Old One	1,000,000,000-99,999,999,999
First One	100,000,000,000+
Demiurge or above	Beyond Time.

*Not counting mortal life-span if applicable.

This does not account for the possibility of a rapid influx of power, nor the slow waning of power, but merely represents typical life-span. Ascended mortals are likely to be younger than ascended outsiders.

e.g. Thrin, an ascended mortal, now Lesser Deity, would have a divine age closer to 1000 years, whereas Demogorgon, an ascended outsider, also a Lesser Deity would have a divine age nearer 10,000 years.

LIMITS OF THE GODS

- **Anti-Magic:** Artifacts, supernatural based divine (or better) abilities and epic spells are immune to anti-magic. However, non-epic items or magic (spells of 9th-level or below) even when used by immortals are affected by anti-magic.
- **Dead-Magic:** Dead magic affects even artifacts, supernatural divine (or better) abilities and epic spells.
- **Enemies:** The plots and goals of immortals are countered by those of their peers.
- **Knowledge:** Immortals are generally not omniscient, and typically do not know all that transpires.
- **Personalities:** Immortals are, to an extent, the personification of various aspects of reality (fear, love, war etc.). This tends to make their reactions (if not necessarily their actions) predictable.
- **Power:** Immortals are not omnipotent. Even the Supreme Being does not wield all the power, simply more than any other being.
- **Presence:** Immortals are not likely omnipresent, they generally cannot be everywhere at once.
- **Responsibilities:** Immortals have responsibilities to their portfolios as well as any affiliations they belong to (Pantheons etc.).
- **Worshippers:** Deities can be weakened though their worshippers.

MANIFESTATION

The major incarnation of an immortal's power is its manifestation. For all intents and purposes, the manifestation 'is' the physical embodiment of the immortal.

MANIFESTATION DESTROYED (NON-NATIVE PLANE)

- **Banishment:** The immortal is banished from that plane, and cannot return for a century. This restriction can only be lifted by the being who slew the immortal or, if they themselves are no longer alive, the closest descendant. If no descendants remain, the banishment cannot be lifted.
- **Equipment:** The immortal's personal artifacts disappear with it back to its godly realm. Any other equipment carried by the immortal when it is slain remains behind.

- **Manifestation:** Upon its destruction, the immortal's manifestation vanishes from that plane. The sundered spirit snapped back to its godly realm in an instant.

- **Rejuvenation:** The immortal's spirit immediately begins creating a new manifestation, a new shape to 'wear'. However, this process of rejuvenation takes time, during which the spirit is weakened and vulnerable (See Table 2-8: rejuvenation). Once a n immortal rejuvenates 1 hit die, it is free to move about its godly realm, but it cannot leave its realm until it is fully rejuvenated.

TABLE 2-8: REJUVENATION

Divine Rank	Time to Rejuvenate 1 Hit Die
Hero-deity	year
Quasi-deity	month
Demi-deity	week
Lesser Deity	day
Intermediate Deity	hour
Greater Deity	minute
Elder One	round
Old One	second
First One or above	n/a

e.g. Demogorgon (50 HD Lesser Deity) is slain outside the Abyss. His spirit returns to a specially prepared secure location where it immediately begins to create a new manifestation. Each day Demogorgon regains one hit die. He also regains one Divine Rank per 5 hit die rejuvenated, thus, after 13 days he would have 13 HD and be Divine Rank 2.

MANIFESTATION DESTROYED (NATIVE PLANE)

Should an immortal's manifestation be destroyed on its native plane (whether within its godly realm or not) it is permanently dead.

- **Avatar(s):** In the event of the immortal's destruction their avatar gains a portion (10%) of any worship points. If multiple avatars exist they divide this WP between them.
- **Slayer(s):** A fragment (10%) of the slain immortal's quintessence is divided amongst those responsible for its destruction.

AVATARS

Avatars are lesser incarnations of an immortal's power.

- Avatars can be created by any being of hero-deity status or above.
- Creating an avatar costs 10% of an immortal's total quintessence. The power of the avatar remains relative to the power of the immortal, as does the 10%.
- Avatars have $\frac{1}{2}$ the immortal's hit die (round fractions down), and are treated as if two divine status lower than the immortal.
- The avatar's ability scores are equal to $7 + \frac{1}{2}$ (rounded down) the same ability score possessed by the manifestation (subtract any size modifiers and bonuses from feats/divine abilities before halving the score).

e.g. Demogorgon's manifestation has Strength of 62 (+20 Str from Huge size), therefore his avatar will have a Strength of 48 ($7 + 21 + 20$)

ASPECTS

Aspects are the least powerful incarnations of an immortal's power.

- Aspects can be created by any being of demi-deity status or above.
- Creating an aspect costs 0.1% of an immortal's total quintessence.
- Aspects have $\frac{1}{4}$ the immortal's hit die (round fractions down), and are treated as if four divine status lower than the immortal
- The aspect's ability scores are equal to $9 + \frac{1}{4}$ (rounded down) the same ability score possessed by the manifestation (subtract any size modifiers and bonuses from feats/divine abilities before quartering).

e.g. Demogorgon's manifestation has Strength of 62 (+20 Str from Huge size), therefore his aspect (which is only Large) will have a Strength of 29 ($9 + 10 + 10$)

GRANTING SPELLS

While many religious scholars erroneously believe that deities can grant spells, the actuality is that they do not so much grant spells, but instead act as a conduit to higher dimensions. Thus when a mortal worships a deity, it tethers part of its soul (the buddhi) to the deity. If this bond or link between mortal and immortal is strong enough (and the more fervent the individuals faith in the deity the stronger the bond), then the character is able to cast spells using the deity as a conduit.

However, the term 'granting spells' has now become so synonymous with the process that it is retained herein. Also deities are happy to have mortals believe that their spells come directly from the deity, rather than merely indirectly.

Deities begin granting spells (as per Table 2-8: Granting Spells) at hero-deity power. Hero-deities are the weakest deities that can have clerics.

TABLE 2-8: GRANTING SPELLS

Divine Rank	Maximum Granted Spell Level
Disciple	None (1st Cults, no Clerics, Adepts only)
Prophet	None (3rd Cults, no Clerics, Adepts only)
Hero-deity	5th (9th if supported by Sponsor)
Quasi-deity	7th (9th if supported by Sponsor)
Demi-deity or above	9th (or better for epic characters)

CULTS

The worship of a mortal is generally referred to as a cult. While disciples and prophets cannot typically grant spells when beholden to a more powerful deity. In the event that either their patron immortal has been destroyed, or that the being has somehow ascended without a sponsor, these undergods, or small gods, can operate independently, granting low level spells to adepts.

IMPRISONMENT

Any being can be imprisoned, even an immortal. An imprisoned deity cannot grant spells to its clergy and as such permanently loses 100 Worship Points (WP) after the first month of imprisonment, then 200 after the second month incarcerated, 300 after the third month and so on.

The formula for this is: $1/2$ number of months imprisoned \times ($1/2$ number of months imprisoned $+ 0.5$), then multiply by 200.

e.g. A decade (120 months) would be $60 \times 60.5 \times 200 = 726,000$ WP lost.

The same erosion of power faces an imprisoned tutelar, who is cut off from their numen and loses Magic Points at the same rate as above. Power Points (PP) are also lost at the same rate. However, unlike MP and WP, PP are only temporarily drained by imprisonment. They return at a rate of 100 per minute (upon release).

A divinity with MP, PP and WP will find all three drained separately.

TABLE 2-9: EFFECTS OF IMPRISONMENT

Duration of Imprisonment	Quintessence Lost (MP, PP & WP)
1 month	100
2 months	300
3 months	600
4 months	1000
5 months	1500
6 months	2100
1 year	7800
1 decade	726,000
1 century	72,060,000
1 millennia	7,200,600,000

e.g. A demi-deity (with MP, PP and WP) imprisoned for a year would lose 7800 MP, 7800 PP and 7800 WP.

CREATING YOUR OWN DEITIES

The following guidelines allow you to quickly generate divine status; Hit Dice/Levels and ability scores of immortals.

HIT DICE/LEVELS

Mortals who become immortal have either Class Levels, or a combination of Hit Dice plus Class Levels.

e.g. Thrym (Frost Giant/Lesser Deity) has 14 Hit Dice (Frost Giant), and 45 class levels (Barbarian 30/Rogue 15).

Outsiders who become immortals (such as Demon Princes) advance by Hit Dice with integrated class features equal to $1/2$ their Hit Dice.

e.g. Demogorgon (Demon Monarch/Lesser Deity) has 50 Hit Dice and the integrated spellcasting ability of a 25th-level Sorcerer.

Outsiders can only choose integrated class features from one class and once set these can only be changed by *wishes* (it takes one *wish* to change 9 integrated class levels). Most outsiders choose one of the spellcasting classes, although some lawful neutral outsiders are known to favor integrated monk class features.

TABLE 2-10: HIT DICE/LEVEL DISPLACEMENT BY DIVINE STATUS

Divine Status	Hit Dice/Levels	Average
Disciple	1d6 + 4	7
Prophet	1d6 + 9	12
Hero-deity	1d6 + 14	17
Quasi-deity	2d6 + 18	25
Demi-deity	2d6 + 28	35
Lesser Deity	4d6 + 36	50
Intermediate Deity	4d6 + 56	70
Greater Deity	8d6 + 72	100
Elder One	8d6 + 112	140
Old One	16d6 + 144	200
First One	16d6 + 216	280
Demiurge (Stage I)	32d6 + 288	400
Demiurge (Stage II)	32d6 + 448	560
Demiurge (Stage III)	64d6 + 576	800
Time Lord	999	999
High Lord	----- Multiple of Time Lord -----	

CLASS LEVEL DISPLACEMENT

If the immortal has Class Levels, use Table 2-11: Class Level Displacement to determine their spread.

TABLE 2-11: CLASS LEVEL DISPLACEMENT

d10	# Classes	Primary Classes	Secondary Classes
1	1	1 (100%)	
2	2	2 (50% each)	
3	2	1 (66.6%)	1 (33.3%)
4	3	3 (33.3% each)	
5	3	2 (40% each)	1 (20%)
6	3	1 (50%)	2 (25% each)
7	4	4 (25% each)	
8	4	3 (28.6% each)	1 (14.2%)
9	4	2 (33.3% each)	2 (16.6% each)
10	4	1 (40%)	3 (20% each)

e.g. A '5' on the above table means the immortal (50 Class Levels) has three classes, two with 20 levels (40% each) and one with 10 levels (20%).

Prestige Classes: Prestige Classes should not automatically be treated as individual classes in their own right, but instead as extensions of the core class they most closely resemble (Referee's decision).

ABILITY SCORES

Table 2-12: Ability Score Displacement outlines the typical ability score total for every divine status. These scores do **not** include potential bonuses from: divine abilities, feats, magic items, portfolios, race, size, (buff) spells or *wishes*. A deity starts with six average (avg.) scores. For every 'average' score you convert to a 'good' score, you must also convert another 'average' score to 'poor' score.

TABLE 2-12: ABILITY SCORE DISPLACEMENT

Divine Status	Total	----- Single Score* -----		
	Average	Avg.	Poor	Good
Mortal	72 +1/4 HD	12	6	15
Disciple	84 +1/4 HD	14	7	17
Prophet	96 +1/4 HD	16	8	20
Hero-deity	108 +1/4 HD	18	9	22
Quasi-deity	120 +1/4 HD	20	10	25
Demi-deity	144 +1/4 HD	24	12	30
Lesser Deity	168 +1/4 HD	28	14	35
Intermediate Deity	216 +1/4 HD	36	18	44
Greater Deity	264 +1/4 HD	44	22	55
Elder One	360 +1/4 HD	60	30	75
Old One	456 +1/4 HD	76	38	95
First One	648 +1/4 HD	108	54	135
Demiurge (Stage I)	840 +1/4 HD	140	70	175
Demiurge (Stage II)	1224 +1/4 HD	204	102	255
Demiurge (Stage III)	1608 +1/4 HD	268	134	335
Time Lord	2472 +1/4 HD	412	206	515
Duad	4872 +1/4 HD	812	406	1015

*Before +1/4 HD or any other modifiers.

Use Table 2-13 to shape ability scores based on class levels.

TABLE 2-13: ABILITY SCORE ARRAY BY CLASS

Class	Str	Con	Dex	Int	Wis	Cha
Barbarian	Good	Good	Avg.	Poor	Poor	Avg.
Bard	Poor	Avg.	Good	Avg.	Poor	Good
Cleric	Var.*	Var.*	Var.*	Var.*	Good	Var.*
Druid	Avg.	Avg.	Good	Poor	Good	Poor
Fighter	Good	Good	Avg.	Poor	Poor	Avg.
Monk	Avg.	Avg.	Good	Poor	Good	Poor
Paladin	Good	Poor	Poor	Poor	Good	Good
Psion	Poor	Avg.	Poor	Avg.	Good	Good
Ranger	Good	Poor	Good	Poor	Good	Poor
Rogue	Avg.	Avg.	Good	Good	Poor	Poor
Sorcerer	Poor	Avg.	Good	Poor	Avg.	Good
Wizard	Poor	Avg.	Good	Good	Avg.	Poor

*Variable: dependant upon individual religions.

e.g. Demi-deity (33rd-level Barbarian)

Typical Demi-deity stats: poor 12; average 24; good 30

Barbarian levels (100%): Str & Con (good) = 30

Dex & Cha (avg.) = 24

Int & Wis (poor) = 12

Adds + 8 for 33 Hit Dice (+4 to both Str & Con)

Final Scores: Str 34, Dex 24, Con 34, Int 12, Wis 12, Cha 24

e.g. Lesser Deity with 50 levels (Paladin 20/Monk 20/Wizard 10).

Typical Lesser Deity stats: poor 14; average 28 and good 35.

Paladin levels (40%): Str, Wis & Cha (good) = 14 (40% of 35)

Con, Dex & Int (poor) = 5.6 (40% of 14)

Monk Levels (40%): Dex & Wis (good) = 14 (40% of 35)

Str & Con (avg.) = 11.2 (40% of 28)

Int & Cha (poor) = 5.6 (40% of 14)

Wizard Levels (20%): Dex & Int (good) = 7 (20% of 35)

Con & Wis (avg.) = 5.6 (20% of 28)

Str & Cha (poor) = 2.8 (20% of 14)

Adds + 12 for 50 Hit Dice (+4 to Str, Wis & Cha)

Final Scores: Str 32, Dex 26, Con 22, Int 18, Wis 37, Cha 26

ARTIFACTS

Artifacts are powerful magical items created by the gods and invested with a portion of their immortal power. These receptacles of divine might are extensions of the deity and as the power of the immortal grows so too does the power of its artifacts. However, immortals are limited to wielding four artifacts at any given time, loosely representative of one per domain.

The mechanical benefits of limiting characters to four artifacts is that you no longer need contend with a massive list of items, which will only stifle the game. In addition it removes the requirement for pedantic wealth tables, which make less and less sense the more powerful characters become. The idea is also far more in keeping with the mythology, where gods are only likely to have a few signature items (if that) rather than dozens of impersonal objects.

While such characters are limited to four artifacts, they can wield any number of non-epic items (within the parameters of using magic items on the body) they acquire or create. However, few immortals choose to do so for the following reasons. Firstly, non-epic items do not function within anti-magic. If an immortal detects or suspects his opponent is reliant on non-epic items they will likely choose to erect an anti-magic field negating any such advantage. Secondly, if the immortal's manifestation is destroyed on a non-native plane, only its artifacts return with it back to its home plane, any other items remain behind and are lost. Thirdly, non-epic items are far more prone to disjunction. Fourthly, most immortals have inherent powers or spellcasting abilities that already duplicate the effects of non-epic magic items. Lastly, the higher in power an immortal ascends the less impact having non-epic items will have upon their overall capabilities.

Artifacts are superficially similar to the epic magic items that epic mortals possess. However, the former, as extensions of a deity's will cannot be simply sundered, but instead must be un-made (involving an expenditure of quintessence equal to its creation).

QUICK EPIC EQUIPMENT RESOLUTION

To determine the power of artifacts/epic items, instead of resorting to wealth tables, simply apply the following guidelines:

ECL + 2 = Total enhancement bonuses for epic items which are: bonus squared x 10,000 GP value (such as armor, belt's of strength, bracers of armor, cloaks of resistance, shields etc.)

e.g. The demon prince Baphomet (39 HD) with full equipment would be ECL 69. So his bracers of armor are going to be $69 \div 2 = 34$ (round fractions down) total enhancement bonuses. In this case simply bracers of epic armor +34.

ECL + 2.8 = Total enhancement bonuses for epic items which are: bonus squared x 20,000 GP value (such as amulets of natural armor, rings of protection, weapons etc.)

e.g. The greater god Odin (118 Class Levels) with full equipment would be ECL 198. So his greatspear *Gungnir* is going to be $198 \div 2.8 = 70$ (round fractions down) total enhancement bonuses. Typically half this figure is enhancement bonus and the other half is made up of weapon special abilities. So *Gungnir* could be a +35 holy power (8), unerring (25) greatspear of distance (1) and returning (1).

For items that are not necessarily measured in terms of bonuses (such as an Amulet of the Planes or a Rod of Rulership) simply determine the GP value of the item by working out the cost of one of the above item types.

e.g. A +23 weapon would cost 10,580,000 GP ($23 \times 23 \times 20,000$).

For combination items (where multiple items are within a single vessel) remember to work out the item cost under the standard rules.

e.g. A +8 Belt of Strength which also added +8 to Wisdom is not a +16 item (2,560,000 GP). Instead it costs 1,920,000 million GP.

DIVINITY TEMPLATE DESCRIPTIONS

Here is the format for the divinity template descriptions.

N.B. Divinity templates do not stack on top of one another they overlap.

e.g. A quasi-deity who became a demi-deity would lose all the benefits of the quasi-deity template and gain the demi-deity template.

Divine Class Name: Precedes the first divinity template of that particular divine class.

Divinity Template Name: The most common title, and sub-title if applicable (in parenthesis) for that particular divine status.

There follows a brief description of the template explaining the role such beings play, whether deities, immortals or tutelars. As well as what sorts of adventures beings of this magnitude have and lastly some examples of which mythological figures correspond to that particular divine status.

Size and Type: Changes to the creatures type, sub-type or size.

Minimum Hit Dice/Level: This is the suggested minimum Class Level, Hit Dice, or combination of both for every divine status.

The reason for this suggested minimum is to maximise the effectiveness of each template. Applying the templates to characters or creatures below the suggested minimum will affect the effective CR/ECL of the template. In the event the template ECL is greater than the base creatures initial ECL, halve any excess modifier beyond double the base creatures initial CR.

e.g. A 5th-level character (ECL 5) gains the hero-deity template (ECL +15). Anything beyond ECL 10 (double the initial base creatures ECL) is halved. So the net gain is only +10 instead of +15. Meaning that the immortal is only going to be CR 10.

However, always add the full amount of the ECL modifier, regardless of the amount of Hit Dice or Levels.

e.g. The 5th-level character with the hero-deity template would still be ECL 20.

Hit Dice: Notes any changes to the divinity's Hit Dice die.

Speed: Notes any changes to the divinity's speed.

Armor Class: Notes any changes to the divinity's armor class.

Attacks: Notes any changes to the divinity's attacks.

Special Attacks: Lists any new special attacks gained by the divinity.

Portfolios: Although portfolios are, in effect, part of the divinity templates, they are themselves detailed within Chapter 3: Portfolios.

Spell-like Abilities: Lists any spell-like abilities inherent to that particular divinity template.

Special Qualities: Lists any new special qualities gained by the divinity.

Saves: Notes any changes to the divinity's saving throws.

Abilities: Notes any changes to the divinity's ability scores. While the typical given amount is fixed, you can customise these bonuses by converting 2 points from a given ability score into 1 point for another.

e.g. The demi-deity template bestows +12 to each ability score. However, you could remove 6 points from charisma to increase strength by +3. This would have the new demi-deity template bestow +15 Str, +12 Con, +12, Dex, +12 Int, +12 Wis, +6 Cha.

No single score can have a bonus greater than 150% of the starting score.

e.g. The demi-deity template cannot be modified to give more than +18 to any single ability score.

Once set, the ratio to each ability score can only be changed by *wishes*. A single *wish* can change 9 points of ability scores.

Skills: Notes any changes to the divinity's skills.

Divine Abilities: Outlines how many divine ability slots are gained. Remember that 6 feats are worth 1 divine ability, 6 divine abilities are worth

1 cosmic ability, 36 divine abilities are worth 1 transcendental ability and 200 divine abilities are worth 1 omnific ability.

e.g. An intermediate deity (12 divine ability slots) could take 2 cosmic abilities and 4 divine abilities **or** 12 feats, 2 divine abilities and 2 cosmic abilities.

Challenge Rating: Includes two figures, the CR with additional equipment or the CR without additional equipment. Remember that CR is typically 2/3rds ECL (rounded down).

Effective Class Level: Includes two figures, the ECL with additional equipment and the ECL without additional equipment. Remember that ECL is typically 50% greater than CR (rounded up).

DIVINITY TEMPLATE BREAKDOWN

The divinity templates outlined in this book were created upon a standard framework so that people could easily create their own.

For every +5 ECL you gain the following:

Ability Scores	+1 ECL /+2 to each ability score
Divine Ability Slots	+1 ECL/divine ability
Divine Bonus	+1 ECL/divine bonus
Equipment	Adds 50% to the ECL
Portfolios	+1/2 ECL per point of divine bonus
Special Features	+1/2 ECL (average)
Total	+4 ECL (+6 with Equipment)
Final Total	+5 ECL (with +5 ECL of equipment)

N.B. The final total is reduced by roughly 1/6th to ensure that the template is greater than the mere sum of its parts.

So lets say you wanted to create a new divinity template with an ECL modifier of +50 (halfway between lesser and intermediate deities) you would have:

Ability Scores	+20 to each ability score
Divine Ability Slots	10
Divine Bonus	+10
Equipment	+50 levels of equipment
Portfolios	2
Special Features	
Damage Reduction	25/epic
Divine Aura	100 ft. + 10 ft./HD or Levels
Godly Realm	Yes
Grant Spells	Yes
Hit Dice	d20, maximum hit points per die
Immortality	Yes
Immunities	Natural effects
Maven	Maximum ranks in known skills
Speed	x3
Spell-like Abilities	Caster Level 60th
Spell Resistance	70

CUSTOMIZING THE DIVINITY TEMPLATES

With the modular nature of these templates its possible to customize them beyond simply choosing different divine abilities.

The most obvious area for change being equipment. Many of the more monstrous immortals may not wield artifacts. To balance their templates they could gain extra ability scores, divine ability slots, divine bonus or new special features. Remember that equipment comprises fully 1/3rd of a template. So if we use the above +50 ECL template example, equipment would comprise +16 ECL (rounded down) worth.

This could be converted to +32 to each ability score, or an extra 16 divine ability slots, etc.

The special features can all be traced to some of the abilities from Chapter 4 of this book.

MORTALS

Those special mortals touched by the divine hand represent a gods favored servants on the earthly plane. While occasionally referred to as undergods, or sometimes half-immortals, they are still more mortal than not. But whereas the clergy merely adhere to the deities doctrine, interpreting it as they see fit, these servants, gifted with a greater access and insight into divine mysteries than even clerics are afforded, these beings carry out the direct instructions of their god.

However, their meagre divine power is merely an extension of their deity, and can be revoked on a whim, an added layer of loyalty for the more nefariously aligned. Their spheres of influence also parallel those of their deity for these mortals have not gained divinity through their own hand but rather, had it thrust upon them.

Such individuals are generally chosen by the deity to fulfil one of two roles, pro-active and reactive. Pro-active leaders (such as emperors, pharaohs and popes) act with the divine right of kings to forward a political agenda. Whereas reactive individuals (such as martyrs, oracles and saints) are otherwise passive except in response to a direct threat. The former is a more static position, the latter more often embroiled in some quest at the deities behest.



DISCIPLE (CHOSEN OF...)

Disciples, or sometimes apostles, as they are often referred to in their pro-active sense, are the favored followers of a given deity. Prominent missionaries, vocal evangelists and ardent early supporters of the Faith. These religious heroes operate above and beyond even the power of the clergy, and on the earthly plane at least, are answerable only to prophets or greater incarnations of the deities such as avatars.

Disciples are generally not considered to be deities in their own right. Though occasionally, in the event that their deity has been destroyed, a cult may form around a charismatic individual. On very rare occasions, such a cult will blossom over time into a full fledged religion, with its leaders ascending to hero-deity or above.

Typically, a deity has a number of disciples equal to its divine rank. Though it can ultimately create as many as it wishes (see Creating a Disciple below). Most disciples will be amongst that deity's most powerful mortal servants. Usually the deity will test any mortal with a task prior to making them disciples.

Disciples, while not always necessarily clerics, are usually engaged in adventures which either advance or defend the Faith. Should the deity require a group of special individuals for an important quest it will likely call upon one or more of its disciples to undertake the mission. As such, disciples represent a powerful resource in the arsenal of a deity.

Figures from mythology who would be considered disciples include: Enkidu (from Mesopotamian mythology); Minions of Set (from Egyptian mythology) and Tiera; Lemminkainen's shield-man (from Finnish mythology). Rather than being heroes in their own right, mortals beholden to hero or quasi-deities (such as Tiera), are often no better than mere disciples.

CREATING A DISCIPLE

The disciple template can be added to any creature as follows:

- **Gained:** A character with between 10-99 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the disciple template.
- **Granted:** A hero-deity (or above) can grant the disciple template upon any of its mortal servants equal to its divine rank. The deity can exceed this limit at a cost of 10,000 quintessence per additional disciple. If a disciple is killed, the deity must wait 1d10 months before it can bestow that template on another individual.

e.g. A demi-deity has 6 free disciple templates to bestow upon its mortal servants. Once it bestows all 6, should one of those disciples be killed, the demi-deity must wait 1d10 months before it can bestow that particular template again.

- **Paralleled:** Unless its divine status is already known (as with Abominations) assume any intelligent (Int 4+) outsider with between 6-10 hit dice to effectively have the disciple template.

- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similarly these effects can be duplicated with epic spells.

Size and Type: Same as base creature.

Minimum Hit Dice/Levels: 5.

Hit Dice: Disciples have maximum hit points per die.

Speed (Ex): If the creature can fly, flight speed increases by 30 feet. All other movement speeds increase by 10 feet.

Armor Class:

- **Deflection Bonus (Ex):** Disciples gain a deflection bonus to their armor class equal to their Charisma modifier.

- **Divine Bonus (Ex):** They also gain a +1 Divine Bonus to their armor class (See Divine Bonus Special Quality)

- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Disciples gain a +1 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Special Attacks:

- **Divine Aura (Su):** Short range (25 ft. +5 ft. per 2 Hit Dice/Levels).

- **Portfolios (Var.):** Each Disciple gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Spell-like Abilities (Su): At will - *command*; 1/day - *dispel magic*, *sending*, *tongues*. Caster Level equal to total Hit Dice/Levels + 1 (Divine Bonus). The save DCs are Charisma-based.

Special Qualities:

- **Damage Reduction (Su):** Disciples gain Damage Reduction 5/Magic.
- **Divine Bonus (Ex):** Disciples add a +1 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.
- **Divine Senses (Ex):** The senses of a disciple are three times superior to that of the base creature.
- **Grant Spells (Su):** Disciples unbidden to any deity can grant up to 1st-level spells to Adepts.
- **Spell Resistance (Su):** Disciples gain Spell Resistance equal to their total Hit Dice/Levels + 11 (10 + Divine Bonus Special Quality).

Saves (Ex): Disciples gain a +1 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +2 to each Ability Score.

Skills (Ex): Disciples gain a +1 Divine Bonus to all Skills (See Divine Bonus Special Quality).

Divine Abilities (Var.): 1 Divine Ability.

Challenge Rating: Same as base creature +3 (including +5 levels of equipment), or +2 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +5 (with +5 levels of equipment), or +3 (no extra equipment).

PROPHET (HERALD OF...)

Prophets, or heralds, are the harbingers of great tidings and portentous events. Emissaries of divine wisdom and one through whom a divinity expresses their will. These figureheads for a Faith represent the voice of their god on the earthly plane and are even able to instigate changes to religious doctrine at the deity's behest.

Prophets, like disciples, are generally not considered to be deities in their own right. However, as with disciples, certain events can lead to them fashioning their own cults.

Most deities of quasi-deity status or above will have a single prophet. Typically a prophet will be the highest level mortal agent of a deity within a given Faith, and almost certainly either a member of the clergy or the lay clergy. Deities usually bestow the power of a prophet upon one of their mortal servants in person. This may be some lavish ceremony, or a more private encounter between the two, depending on the individual deity.

It is unlikely that deities would risk prophets by sending them on dangerous missions, as they do with disciples. Although naturally, certain deities, such as gods of war, will expect more of a hands-on approach from their prophets than others. However, in most cases expect prophets to operate as generals, marshalling the followers of their god.

Figures from mythology who would be considered prophets include: Skirnir, Frey's shield-man and the Valkyrie (both from Norse Mythology); the Water Dwarf, Ahto's shield-man (from Finnish mythology). Moses, (from the Bible) would also be considered a prophet. Rather than being heroes in their own right, mortals beholden to demi-deities or above (such as Skirnir), are generally no better than prophets.

FALSE PROPHET (DEMAGOGUE)

Some of the more nefarious immortals may try and install one of their own servants as a prophet within the Faith of a rival. Alternately, an opportunistic mortal with no patron immortal, may try their luck in seizing power. This strategy generally works best shortly after an existing prophet has been killed. The false prophet, will then try to slowly subvert the religion from within to suit either their own needs, or that of their master. This tactic often works best when the deity is otherwise distracted (such as a protracted campaign against its godly realm), indisposed (imprisoned for instance) or has just been destroyed (leaving the clergy and worshippers in a confused and vulnerable state). Otherwise the deity is not likely to sit idly by and watch its followers be corrupted and will take the appropriate measures to deal with the interloper.

CREATING A PROPHET

The prophet template can be added to any creature as follows:

- **Gained:** A character with between 100-999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the disciple template.
- **Granted:** A quasi-deity (or above) can bestow the prophet template upon one its mortal servants. The deity can exceed this limit at a cost of 100,000 quintessence per additional prophet. If a prophet is killed, the deity must wait 1d6 x 10 years before it can bestow that template on another individual. During this time, the deity will send signs and portents to identify the next prophet.
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 11-15 Hit Dice to effectively have the prophet template.
- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similarly these effects can be duplicated with epic spells.

Size and Type: Same as base creature.

Minimum Hit Dice/Levels: 10.

Hit Dice: Prophets have maximum hit points per die.

Speed (Ex): If the creature can fly, flight speed increases by 30 feet. All other movement speeds increase by 10 feet.

Armor Class:

- **Deflection Bonus (Ex):** Prophets gain a deflection bonus to their armor class equal to their Charisma modifier.
- **Divine Bonus (Ex):** They also gain a +2 Divine Bonus to their armor

IMMORTALS

class (See Divine Bonus Special Quality)

- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Prophets gain a +2 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Special Attacks:

- **Divine Aura (Su):** Short range (25 ft. +5 ft. per 2 Hit Dice/Levels).
- **Portfolios (Var.):** Each Prophet gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Spell-like Abilities (Su): At will - *command, dispel magic, tongues*; 2/day - *commune, sending*. Caster Level equal to total Hit Dice/Levels + 2 (Divine Bonus). The save DCs are Charisma-based.

Special Qualities:

- **Damage Reduction (Su):** Prophets gain Damage Reduction 10/Magic
- **Divine Bonus (Ex):** Prophets add a +2 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.
- **Divine Senses (Ex):** The senses of a prophet are three times superior to that of the base creature.
- **Grant Spells (Su):** Prophets beholden to any deity can grant up to 3rd-level spells.
- **Spell Resistance (Su):** Prophets gain Spell Resistance equal to their total Hit Dice/Levels +12 (10 + Divine Bonus Special Quality).

Saves (Ex): Prophets gain a +2 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +4 to each Ability Score.

Skills (Ex): Prophets gain a +2 Divine Bonus to all Skills (See Divine Bonus Special Quality).

Divine Abilities (Var.): 2 Divine Abilities.

Challenge Rating: Same as base creature +6 (including +10 levels of equipment), or +4 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +10 (with +10 levels of equipment), or +6 (no extra equipment).

Immortals are powerful spirits who have ascending to a higher plane of consciousness through the acquisition of quintessence. This higher level of existence ties them into the very fabric of the universe granting these super-beings power beyond the mere mundane. The more powerful immortals become the greater the amount of their individuality they surrender to the universe.

Some mortals ascend to immortality during their own lifetimes, usually through being worshipped for their glorious achievements. While others ascend after their deaths, their spirits augmented by the sundering of other spirits (outsiders) until they have accrued enough power to be considered godlike. A few others have such power thrust upon them by fate itself, chosen for a higher purpose by discovering wellsprings of quintessence leaking from the higher dimensions.

It is not unheard of for immortals to commonly associate in small groups, as some throwback to their mortal lives and relationships. These friendships can cross even pantheistic divides and often continue until such time as a conflict of interests drives them apart.

THE END TIMES

The End Times, is known by many names: the Apocalypse, Armageddon, the Day of Reckoning, Doomsday, the End of Days, Ragnarok. But all ultimately prophesise a war that will herald the death of the gods and the ascension of mankind. In a way it could also be seen as a metaphor for when mortals no longer need gods, with their 'ascension' more a case of them guiding their own destiny.

Immortals of course, take steps to delay their eventual doom and prolong their existence. But at best they can only postpone the inevitable, not avoid it.



HERO-DEITY (CHAMPION OF...)

Hero-deities are the weakest true immortals. While they may be regarded as movers and shakers within the mortal realm, they are little more than the footsoldiers and dogsbodies of the immortals. For most hero-deities the process of becoming a quasi-deity can take years or even decades. That is assuming the transition can be made at all, as many stagnate. Those hero-deities beholden to a more powerful immortal, are often referred to as champions of their immortal sponsors.

Hero-deity is the least powerful divine status capable of supporting clerics. Those hero-deities with established religions will have less than ten clerics and no more than ten thousand total worshippers. This leaves their fledgeling religions in a precarious position. The reach of a hero-deity will typically span only a few villages with perhaps a small town at its center. Which is why many hero-deities remain on the mortal plane to safeguard their Faith until it can stand alone unaided. For while their Faith is but young, it is vulnerable. Most hero-deities will remain on the mortal plane for a few years perhaps a decade or two, before their following is sufficiently entrenched in that society. During this time they must cultivate their worship so that it not only spreads but strengthens at the core.

In an open cosmology (see below) there is probably one active hero-deity based on the mortal plane for every billion or so mortals. However, most hero-deities do not dwell on the mortal plane. Instead they inhabit one of the other dimensions, usually Atziluth (the Outer Planes). A group of immortals (such as a Dynasty or Pantheon) will typically have about a thousand hero-deities.

Hero-deities are generally amongst the most powerful and famous characters in the world. Their exploits and adventures are the stuff of legends (the labours of Hercules for instance). Unlike disciples and prophets, hero-deities, while still in part beholden to their immortal sponsors, usually operate under their own agenda and have their own plots and goals. Although from time to time they will be called into action by either their sponsor or affiliated group (Council, Pantheon etc.).

The very nature of a hero-deity dictates that they will still be directly involved in mortal affairs and adventures. But as their power and worship increases, they will become more distanced in these regards. It is very likely they will still live on the prime world that birthed them, not yet having adopted a home plane extraneous to their main body of worship. For the more powerful a god becomes the more distant they must appear to their worshippers.

Figures from mythology who would be considered hero-deities include: Hunapu and Xbalanque (from Central American mythology), Raiko (from Japanese mythology); the Son of Pohjola (from Finnish mythology) and Stoneribs (from North American mythology). Typically, the most renowned once-mortal heroes of a given mythos will be hero-deities.

Other beings that are effectively hero-deities include: Balors, Planetars Pit Fiends and Titans (all from the Monster Manual).

OPEN/CLOSED COSMOLOGY

A closed cosmology places limits on the number of deities and portfolios.

Whereas an open cosmology assumes any possible number of immortals exist.

CREATING A HERO-DEITY

The hero-deity template can be added to any creature as follows:

- **Gained:** A character with between 1000-9999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the hero-deity template.
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 16-20 Hit Dice to effectively have the hero-deity template.

e.g. The demonic champions known as Balors are amongst those effectively considered abyssal hero-deities.

- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider. If the deities godly realm (see below) exists anywhere other than the material plane, then it also gains the Extraplanar Sub-type.

Minimum Hit Dice/Levels: 15.

Hit Dice: Hero-deities have maximum hit points per die.

Speed (Ex): All movement speeds tripled.

Armor Class:

- **Deflection Bonus (Ex):** Hero-deities gain a deflection bonus to their armor class equal to their Charisma modifier.

- **Divine Bonus (Ex):** They also gain a +3 Divine Bonus to their armor class (See Divine Bonus Special Quality)

- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Hero-deities gain a +3 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Integrated Class Features (Var.): Immortals with Outsider Hit Dice (instead of Class Levels) gain integrated class features of any class equal to half their Hit Dice (round fractions down). Immortals with both Hit Dice and Class Levels do not count their levels for the purposes of determining these integrated class features, only their Hit Dice.

e.g. Orcus (60 Hit Dice Intermediate Deity) would have the integrated class features of a 30th-level Necromancer.

Special Attacks:

- **Divine Aura (Su):** Short range (25 ft. +5 ft. per 2 Hit Dice/Levels).
- **Portfolios (Var.):** Each hero-deity gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Spell-like Abilities (Su): At will - *commune, dream, ethereal jaunt, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues*; 3/day - *limited wish*. Caster Level equal to total Hit Dice/Levels + 3 (Divine Bonus). The save DCs are Charisma-based.

Special Qualities:

- **Damage Reduction (Su):** Hero-deities gain Damage Reduction 5/Epic.

- **Divine Bonus (Ex):** Hero-deities add a +3 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Divine Senses (Ex):** The senses of a hero-deity are three times superior to that of the base creature.

- **Godly Realm (Var.):** The size of its godly realm is equal to the radius of its divine aura multiplied by the number of years it has ruled over the area. Within that area it can impose a divine penalty to any or all characters (even more powerful deities) equal to its divine bonus. In this case -3.

- **Grant Spells (Su):** Hero-deities can grant up to 5th-level spells. A hero-deity with a divine sponsor can grant spells of any level.

- **Immortality (Ex):** A hero-deity does not age, requires no air to breathe, no food or drink, nor sleep.

- **Immunities (Ex):** A hero-deity is unaffected by natural attacks such as: disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by magical cold, magical disease, magical fire etc.

- **Spell Resistance (Su):** Hero-deities gain Spell Resistance equal to their total Hit Dice/Levels +13 (10 + Divine Bonus Special Quality).

Saves (Ex): Hero-deities gain a +3 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +6 to each Ability Score.

Skills (Ex): Hero-deities gain a +3 Divine Bonus to all Skills (See Divine Bonus Special Quality).

Divine Abilities (Var.): 3 Divine Abilities.

Challenge Rating: Same as base creature +10 (including +15 levels of equipment), or +6 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +15 (with +15 levels of equipment), or +10 (no extra equipment).

QUASI-DEITY (PROXY OF...)

Quasi-deities, are minor godlings, powerful in mortal terms but still relatively weak from the perspective of most immortals. The process of transition from quasi-deity to demi-deity can last anything from a few decades to a century, or more.

Quasi-gods and goddesses will have up to a hundred clerics and a thousand times that many worshippers. With the reach of their Faith likely encompassing a handful of towns and villages dominated by the deities faithful, or perhaps acting as one of the power centers within a single city. Quasi-deities will almost certainly only have a single Faith, seeing strength in unity.

In an open cosmology there is probably only one active quasi-deity based on each mortal world. However, as with hero-deities, most quasi-deities do not dwell on the mortal plane. Instead, inhabiting one of the other dimensions, usually Atziluth (the Outer Planes). A group of immortals (such as a Council or Pantheon) will typically have about a hundred quasi-deities.

Adventuring is still in the blood of quasi-deities, such grand crusades are ever the stuff of legend. While parables and poignancy are rampant in these tales they often culminate with battles against enemy deities; terrible monsters of myth or even the greatest of dragonkind. These become the folklore and the history of the deity to be told throughout the ages, usually embellished to some degree or moulded so as to be made fashionable and relevant to current events.

Quasi-deities will typically remove themselves from direct contact with most mortals. This might mean moving to a secluded area or foreign land. If they still choose to live amongst mortals it will be in secret, with few pertaining to the knowledge of their true identity. Quasi-deities may still invariably intervene directly in mortal affairs but such instances will be rare; perhaps during a war or great upheaval of similar strife that would threaten to reshape the lands around them. Quasi-deities are usually in the process of setting up their own godly realm, and virtually all quasi-deities will have divorced themselves of the mundane plane and earthly lives and have fully adopted their new existence.

Figures from mythology who would be considered quasi-deities include: Cu Chulainn (from Celtic mythology), the Furies (from Greek Mythology), Gilgamesh (from Mesopotamian mythology), Hiawatha (from North American mythology) and Vainamoinen (from Finnish mythology). Typically, the single greatest once-mortal hero of a given mythos from each planet will be a quasi-deity.

Other beings that are effectively quasi-deities include: Abominations (Epic Level Handbook/IH-Epic Bestiary) and Solars (Monster Manual).

ABOMINATIONS

The unwanted and unloved offspring of immortals and fiends or other evil creatures are born with power equivalent to quasi-deities. These monstrous pariahs are the perversions of the parents portfolios. Most live isolated existences, scorned and barely tolerated by their planar neighbors. Though occasionally one will find employ in the service of a demon prince or evil deity of sufficient power to tame them.

CREATING A QUASI-DEITY

The quasi-deity template can be added to any creature as follows:

- **Gained:** A character with between 10,000-99,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the quasi-deity template.
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 21-30 Hit Dice to effectively have the quasi-deity template. Most abominations are born with the power of a quasi-deity regardless of how many Hit Dice they possess, though they could always become more powerful.
- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider. If the deities godly realm (see below) exists anywhere other than the material plane, then it also gains the Extraplanar Sub-type.

Minimum Hit Dice/Levels: 20.

Hit Dice: Quasi-deities have maximum hit points per die.

Speed (Ex): All movement speeds tripled.

Armor Class:

- **Deflection Bonus (Ex):** Quasi-deities gain a deflection bonus to their armor class equal to their Charisma modifier.
- **Divine Bonus (Ex):** They also gain a +4 Divine Bonus to their armor class (See Divine Bonus Special Quality)
- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Quasi-deities gain a +4 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Integrated Class Features (Var.): Immortals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Immortals with both Hit Dice and Class Levels do not count their levels for the purposes of determining these integrated class features, only their Hit Dice.

Special Attacks:

- **Divine Aura (Su):** Short range (25 ft. +5 ft. per 2 Hit Dice/Levels).
- **Portfolios (Var.):** Each quasi-deity gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Spell-like Abilities (Su): At will - *commune, dream, etherealness, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues*; 4/day - *wish*. Caster Level equal to total Hit Dice/Levels +4 (Divine Bonus). The save DCs are Charisma-based.

Special Qualities:

- **Damage Reduction (Su):** Quasi-deities gain Damage Reduction 10/Epic
- **Divine Bonus (Ex):** Quasi-deities add a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.
- **Divine Senses (Ex):** The senses of a quasi-deity are three times superior to that of the base creature.
- **Godly Realm (Var.):** The size of its godly realm is equal to the radius of its divine aura multiplied by the number of years it has ruled over the area. Within that area it can impose a divine penalty to any or all characters (even more powerful deities) equal to its divine bonus. In this case -4.
- **Grant Spells (Su):** Quasi-deities can grant up to 7th-level spells. A quasi-deity with a divine sponsor can grant spells of any level.
- **Immortality (Ex):** A quasi-deity does not age, requires no air to breathe, no food or drink, nor sleep.
- **Immunities (Ex):** A quasi-deity is unaffected by natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by magical cold, magical disease, magical fire etc.

e.g. A quasi-deity would be unaffected by the coldness of outer space. However, the same quasi-deity would be susceptible to damage from a cone of cold spell.

- **Spell Resistance (Su):** Quasi-deities gain Spell Resistance equal to their total Hit Dice/Levels +14 (10 + Divine Bonus Special Quality).

Saves (Ex): Quasi-deities gain a +4 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +8 to each Ability Score.

Skills (Ex): Quasi-deities gain a +4 Divine Bonus to all Skills (See Divine Bonus Special Quality).

Divine Abilities (Var.): 4 Divine Abilities.

Challenge Rating: Same as base creature +13 (including +20 levels of equipment), or +8 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +20 (with +20 levels of equipment), or +13 (no extra equipment).

DEMI-DEITY

Demi-deities are immortals of middling power. For most, the journey from demi-deity to lesser deity is likely to last centuries, perhaps even a millennia.

Those demi-deities with worshippers will have up to a thousand clerics and a million worshippers. The core of a demigod's worship is usually centered upon a single country. Perhaps dominating a small country or being one of several major factions controlling a larger country. Demi-deities will likely begin to think about establishing Faiths in other countries, sending missionaries to locations where its worship is likely to flourish.

Typically dynasties and pantheons will probably have ten or less demi-deities amongst their ranks. The number of demi-deities within each hegemony is more dependant upon the number of layers, usually there will be one demi-deity per layer (however, there are only 66 demon princes within the Abyss, although this is the exception rather than the rule).

Demi-deities are rarely active on the mortal plane (see Divine Intervention, page 23) at least, not unless their Faiths are faced with an unearthly threat they cannot overcome. However, demi-deities still engage in plots and conspiracies intended to further their own needs or those of their portfolios and pantheons (or similar affiliations). These can often involve the demi-deity getting their hands dirty battling abominations, epic dragons, other immortals (though rarely do they fight to the finish) and similar adversaries.

Most demi-deities will establish a presence in one of the outer planes with an alignment compatible to their own. Here they can expand their influence over the territory. Building their defences, recruiting minions and shaping the land into their own private heaven or hell. A demi-deity who sets up their godly realm on the earthly plane will probably rule a kingdom of millions of mortals.

Figures from mythology who would be considered demi-deities would include: the Dragon Kings (from Chinese mythology); the Handmaidens of Morrigan (from Celtic mythology, essentially Morrigan's Avatars); Heracles (from Greco-Roman mythology); and Tvashtri (from Indian mythology).

Some other beings considered demi-deities include: the angelic Elohim (from the IH - Epic Bestiary: Vol. 1) and the four Horsemen of the Apocalypse (IH - Epic Bestiary: Vol. 2).

GODSLAYING

Demi-deities are versatile and deadly opponents. Only the most powerful and resourceful mortals could even begin to seriously threaten the existence of such a being. Even then it would take a concerted effort; involving the virtually impossible task of catching a deity unawares and a modicum of good fortune to overcome such a tough opponent. Perhaps the mortals could initially count on the demigods arrogance. But more likely a god, any god, who feels imperilled will remove themselves from the situation by the most expedient means. Before planning their vengeance upon those who dared to cross them.

CREATING A DEMI-DEITY

The demi-deity template can be added to any creature as follows:

- **Gained:** A character with between 100,000-999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the demi-deity template.
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 31-40 Hit Dice to effectively have the demi-deity template.
- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider. If the deities godly realm (see below) exists anywhere other than the material plane, then it also gains the Extraplanar Sub-type.

Minimum Hit Dice/Levels: 30

Hit Dice: Demi-deities use d20's for Hit Dice and have maximum hit

points per die.

Speed (Ex): All movement speeds tripled.

Armor Class:

- **Deflection Bonus (Ex):** Demi-deities gain a deflection bonus to their armor class equal to their Charisma modifier.

- **Divine Bonus (Ex):** They also gain a +6 Divine Bonus to their armor class (See Divine Bonus Special Quality)

- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Demi-deities gain a +6 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Integrated Class Features (Var.): Immortals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Immortals with both Hit Dice and Class Levels do not count their levels for the purposes of determining these integrated class features, only their Hit Dice. Caster Level for integrated spellcaster classes is always equal to the immortal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

Special Attacks:

- **Divine Aura (Su):** Medium range (100 ft. +10 ft. per Hit Dice/Level).
- **Portfolios (Var.):** Each demi-deity gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Spell-like Abilities (Su): At will - *commune, dream, etherealness, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues*; 6/day - *wish*. Caster Level equal to total Hit Dice/Levels + 6 (Divine Bonus). The save DCs are Charisma-based.

Special Qualities:

- **Damage Reduction (Su):** Demi-deities gain Damage Reduction 15/Epic.

- **Divine Bonus (Ex):** Demi-deities add a +6 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Divine Senses (Ex):** The senses of a demi-deity are ten times superior to that of the base creature.

- **Godly Realm (Var.):** The size of its godly realm is equal to the radius of its divine aura multiplied by the number of years it has ruled over the area. Within that area it can impose a divine penalty to any or all characters (even more powerful deities) equal to its divine bonus. In this case -6.

- **Grant Spells (Su):** Demi-deities can grant spells of any level.
- **Immortality (Ex):** A demi-deity does not age, requires no air to breathe, no food or drink, nor sleep.

- **Immunities (Ex):** A demi-deity is unaffected by natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by magical cold, magical disease, magical fire etc.

- **Spell Resistance (Su):** Demi-deities gain Spell Resistance equal to their total Hit Dice/Levels +16 (10 + Divine Bonus Special Quality)

Saves (Ex): Demi-deities gain a +6 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +12 to each Ability Score.

Skills (Ex): Demi-deities gain a +6 Divine Bonus to all Skills (See Divine Bonus Special Quality).

- **Maven (Ex):** They also have their skill ranks raised to maximum for each skill they know.

Divine Abilities (Var.): 6 Divine Abilities.

Challenge Rating: Same as base creature +20 (including +30 levels of equipment), or +13 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +30 (with +30 levels of equipment), or +20 (no extra equipment).

LESSER DEITY

Lesser deities are hierarchically part of the divine 'middle class'. Beings of great standing, but ultimately subordinate to their superiors. The immortal career of a lesser deity is likely to have spanned several millennia and it is likely that it will take them several more before reaching intermediate deity status.

Lesser deities with worshippers will have up to ten thousand clerics and as many as ten million worshippers. The central Faith of a lesser deity will typically encompass a large country where it is the dominant religion and possibly the power behind the throne, assuming the country is not already a theocracy. Lesser deities will almost certainly have multiple Faiths and be worshipped in many different lands. Such deities will also start to consider establishing Faiths on other worlds.

On average a dynasty or pantheon will have nine lesser deities, one for each alignment, so as to cover as many worshippers as possible. These beings will typically command portfolios that are less important to their group of gods than those possessed by intermediate deities. Amongst planar hegemonies, those outsiders who rule multiple layers are equivalent to lesser deities.

Lesser deities are perhaps the most powerful beings that can be commanded by a dynasty or pantheon. For while greater deities outrank those of intermediate status, it is very rare that they would give orders to these near peers unless absolutely necessary.

The godly realm of a lesser deity could cover a radius of hundreds of miles or more, depending on the age of the deity. With the immortal's fortress at the epicentre of the realm, vigilantly guarded by the servants of the deity. Those very few lesser deities who make their home on the mortal plane will likely rule an empire of tens of millions of people.

Figures from mythology who would be considered lesser deities would include: the Animal Gods (from North American mythology); the Norns (from Norse mythology), among many others.

Some other beings considered lesser deities include: the pseudonatural Akishra; the angelic Malakim and the diabolical Maskim (all three from the IH - Epic Bestiary: Vol. 1).

CREATING A LESSER DEITY

The lesser deity template can be added to any creature as follows:

- **Gained:** A character with between 1,000,000-9,999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the lesser deity template.
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 41-60 Hit Dice to effectively have the lesser deity template.
- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider. If the deities godly realm (see below) exists anywhere other than the material plane, then it also gains the Extraplanar Sub-type.

Minimum Hit Dice/Levels: 40.

Hit Dice: Lesser deities use d20's for Hit Dice and have maximum hit points per die.

Speed (Ex): All movement speeds tripled.

Armor Class:

- **Deflection Bonus (Ex):** Lesser deities gain a deflection bonus to their armor class equal to their Charisma modifier.
- **Divine Bonus (Ex):** They also gain a +8 Divine Bonus to their armor class (See Divine Bonus Special Quality)
- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Lesser deities gain a +8 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Integrated Class Features (Var.): Immortals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Immortals with both Hit Dice and Class Levels do not count their levels for the purposes of determining these integrated class features, only their Hit Dice. Caster Level for integrated spellcaster classes

is always equal to the immortal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

Special Attacks:

- **Divine Aura (Su):** Medium range (100 ft. +10 ft. per Hit Dice/Level).
- **Portfolios (Var):** Each lesser deity gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Spell-like Abilities (Su): At will - *commune, dream, etherealness, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues*; 8/day - *wish*. Caster Level equal to Hit Dice/Levels + 8 (Divine Bonus). The save DCs are Charisma-based.

Special Qualities:

- **Damage Reduction (Su):** Lesser deities gain Damage Reduction 20/Epic
- **Divine Bonus (Ex):** Lesser deities add a +8 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.
- **Divine Senses (Ex):** The senses of a lesser deity are ten times superior to that of the base creature.
- **Godly Realm (Var):** The size of its godly realm is equal to the radius of its divine aura multiplied by the number of years it has ruled over the area. Within that area it can impose a divine penalty to any or all characters (even more powerful deities) equal to its divine bonus. In this case -8.
- **Grant Spells (Su):** Lesser deities can grant spells of any level.
- **Immortality (Ex):** A lesser deity does not age, requires no air to breathe, no food or drink, nor sleep.
- **Immunities (Ex):** A lesser deity is unaffected by natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by magical cold, magical disease, magical fire etc.
- **Spell Resistance (Su):** Lesser deities gain Spell Resistance equal to their total Hit Dice/Levels +18 (10 + Divine Bonus Special Quality).
- **Saves (Ex):** Lesser deities gain a +8 Divine Bonus to all Saves (See Divine Bonus Special Quality).
- **Abilities (Ex):** +16 to each Ability Score.
- **Skills (Ex):** Lesser deities gain a +8 Divine Bonus to all Skills (See Divine Bonus Special Quality).
- **Maven (Ex):** They also have their skill ranks raised to maximum for each skill they know.
- **Divine Abilities (Var.):** 8 Divine Abilities.
- **Challenge Rating:** Same as base creature +26 (including +40 levels of equipment), or +17 (no extra equipment).
- **Treasure:** Same as base creature.
- **Effective Class Level:** Same as base creature +40 (with +40 levels of equipment), or +26 (no extra equipment).

INTERMEDIATE DEITY

These incredibly powerful beings are considered the divine ruling class. Intermediate deities are likely to be tens of millennia old and have witnessed the births of most mortal civilisations.

Intermediate deities will have up to a hundred thousand clerics and as many as a hundred million worshippers spread over multiple Faiths. The central Faith will typically encompass an empire where it is the dominant religion and almost certainly the power behind the throne, assuming it's not a theocracy. Intermediate deities will almost certainly have many Faiths and be worshipped on a number of different worlds. In fact it is very common for them to be known under different aliases. While this can be as insignificant as a mere change of name or pronunciation, sometimes a god can be regarded by their followers as being an entirely different persona; race; sex or shape.

As with lesser deities, the average dynasty or pantheon will have nine intermediate deities, one for each alignment. Each of these immortals will likely possess the most important portfolios which best encapsulate the group of deities. Amongst planar hegemonies those outsiders who rule over an entire plane are effectively intermediate deities, as such they are rarely more than one per hegemony (although three of the four Horsemen of the Apocalypse would be considered daemonic intermediate deities).

The realms of intermediate deities likely cover a radius of thousands of miles. Each a paradise or prison for the souls of the deity's dead followers, patrolled and guarded by the god's minions. In the unlikely event that an intermediate deity still chose to reside on the mortal plane, they would likely command an entire continent, ruling over hundreds of millions of mortals.

Figures from mythology who would be considered intermediate deities would include: Aphrodite (from Greco-Roman mythology); Enlil (from Mesopotamian mythology); Indra (from Indian mythology); Set (from Egyptian mythology) and Thor (from Norse mythology), among many others.

Some other beings considered intermediate deities include: the angelic Kyriotes (from the IH - Epic Bestiary: Vol. 1) and three of the four Horsemen of the Apocalypse (IH - Epic Bestiary: Vol. 2).

CREATING AN INTERMEDIATE DEITY

The intermediate deity template can be added to any creature as follows:

- **Gained:** A character with between 10,000,000-99,999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the intermediate deity template.
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 61-80 Hit Dice to effectively have the intermediate deity template.
- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider. If the deities godly realm (see below) exists anywhere other than the material plane, then it also gains the Extraplanar Sub-type.

Minimum Hit Dice/Levels: 60

Hit Dice: Intermediate deities use d20's for Hit Dice and have maximum hit points per die.

Speed (Ex): All movement speeds tripled.

Armor Class:

- **Deflection Bonus (Ex):** Intermediate deities gain a deflection bonus to their armor class equal to their Charisma modifier.
- **Divine Bonus (Ex):** They also gain a +12 Divine Bonus to their armor class (See Divine Bonus Special Quality)
- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Intermediate deities gain a +12 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Integrated Class Features (Var.): Immortals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Immortals with both Hit Dice and Class Levels do not count their levels for the purposes of determining these integrated class

features, only their Hit Dice. Caster Level for integrated spellcaster classes is always equal to the immortal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

Special Attacks:

- **Divine Aura (Su):** Medium range (100 ft. +10 ft. per Hit Dice/Level).
- **Portfolios (Var.):** Each intermediate deity gains 2 Portfolios (see Chapter 3 for more details on Portfolios)

Spell-like Abilities (Su): At will - *commune, dream, etherealness, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues*; 12/day - *wish*. Caster Level equal to total Hit Dice/Levels + 12 (Divine Bonus). The save DCs are Charisma-based.

Special Qualities:

- **Damage Reduction (Su):** Intermediate deities gain Damage Reduction 30/Epic
- **Divine Bonus (Ex):** Intermediate deities add a +12 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.
- **Divine Senses (Ex):** The senses of an intermediate deity are ten times superior to that of the base creature.
- **Godly Realm (Var.):** The size of its godly realm is equal to the radius of its divine aura multiplied by the number of years it has ruled over the area. Within that area it can impose a divine penalty to any or all characters (even more powerful deities) equal to its divine bonus. In this case -12.
- **Grant Spells (Su):** Intermediate deities can grant spells of any level.
- **Immortality (Ex):** An intermediate deity does not age, requires no air to breathe, no food or drink, nor sleep.
- **Immunities (Ex):** An intermediate deity is unaffected by natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by magical cold, magical disease, magical fire etc.

• **Spell Resistance (Su):** Intermediate deities gain Spell Resistance equal to their total Hit Dice/Levels +22 (10 + Divine Bonus Special Quality)

Saves (Ex): Intermediate deities gain a +12 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +24 to each Ability Score

Skills (Ex): Intermediate deities gain a +12 Divine Bonus to all Skills (See Divine Bonus Special Quality).

• **Maven (Ex):** They also have their skill ranks raised to maximum for each skill they know.

Divine Abilities (Var.): 12 Divine Abilities

Challenge Rating: Same as base creature +40 (including +60 levels of equipment), or +26 (no extra equipment)

Treasure: Same as base creature

Effective Class Level: Same as base creature +60 (with +60 levels of equipment), or +40 (no extra equipment)

GREATER DEITY

Greater deities are sometimes also referred to as supreme deities, as they are generally regarded the most powerful beings active in the universe. The skyfathers and earthmothers of the social pantheons, primogenitors of racial dynasties, hierarchs of political councils and sovereigns of the planar hegemonies comprise most of their numbers. Though each of the dimensional races also possess their own equivalents.

Greater gods are generally the most powerful beings known to mortals. Those greater deities with worshippers will have between 0-999,999 clerics. Many greater deities will have Faiths on multiple worlds, and are likely to have at least one key world where their religion is the dominant power on the planet (though not necessarily uncontested).

Most dynasties and pantheons are headed by a single greater deity, although dualities (Ahriman and Ahura Mazda of the Persian Pantheon) and trinities (Brahma, Shiva and Vishnu of the Indian Pantheon) do exist. Within planar hegemonies those outsiders who hold sway over multiple planes are for all intent and purpose to be regarded as greater deities.

While greater deities plot and scheme to undermine their peers, such efforts are generally played out by subordinates. These immortals typically only concern themselves in their own affairs. The exceptions to these are events of a cosmic, or near-cosmic magnitude, such as the awakening of a sidereal or an entity, a dimensional incursion (such as an invasion of pseudonaturals or umbrals) or another greater deity amassing too much power and threatening the cosmic balance.

Each greater deity will have a vast godly realm likely covering an area similar in size to a planets surface. It is unlikely that two greater deities will have their realms on the same planar layer. Its also unlikely that two greater deities from a similar type of immortal group (such as a Council or Pantheon) will have their realms within the same plane. It is virtually unheard of for a greater deity to dwell upon the earthly plane. However, if they did they would almost certainly come to rule over an entire planet given sufficient time.

Figures from mythology who would be considered greater gods would include: Anu (of Mesopotamian mythology); the trinity of Brahma, Shiva and Vishnu (from Indian mythology); Dagda (of Celtic mythology); Odin (from Norse mythology) and Zeus (from Greco-Roman mythology).

Some other beings considered greater deities include: the Cogent; Archangel Sandalphon - the King of Heaven (both from the IH - Epic Bestiary: Vol.1) and Nether-Emperor Thanatos, leader of the four Horsemen of the Apocalypse (IH - Epic Bestiary: Vol.2).

ENTITIES

The scorned star-spawn of sidereals, commonly referred to as entities are born with power akin to that of greater deities. While abominations are corruptions of a god's portfolios, entities are corruptions of the dimensions themselves. Hyperforms who exist outside the natural order of the universe. Cosmic cysts that bedevil the body of the demiurge with their presence, a pox upon the universe.

Many of these cosmic abortions escaped the imprisonment that befell their parents at the climax of the dimension war. They exist to this day hiding in dismal demiplanes and lurking in the far and lonely corners of the universe, guarding secrets perhaps even more ancient and terrible than they themselves. Occasionally they are summoned forth with mighty magics by mad gods with visions of hastening the arrival of the apocalypse.

Many consider these beings unique creatures, however, the truth is that they are simply very, very rare. Known entities include: the relentless Bisects; Negasaurs, living undead; the time-warping Nths; the Pitris, god-cannibals and the thrice-cursed Trithemians, though there could be more. The latter are detailed within the IH - Epic Bestiary: Volumes 2 & 3.

CREATING A GREATER DEITY

The greater deity template can be added to any creature as follows:

- **Gained:** A character with between 100,000,000-999,999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the greater deity template.
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 81-120 Hit Dice to effectively have the greater deity template. Most entities (sidereal abominations) are

born with power akin to a greater deity regardless of how many Hit Dice they possess, though they could always become more powerful.

- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider. If the deities godly realm (see below) exists anywhere other than the material plane, then it also gains the Extraplanar Sub-type.

Minimum Hit Dice/Levels: 80

Hit Dice: Greater deities use d20's for Hit Dice and have maximum hit points per die.

Speed (Ex): All movement speeds tripled.

Armor Class:

- **Deflection Bonus (Ex):** Greater deities gain a deflection bonus to their armor class equal to their Charisma modifier.
- **Divine Bonus (Ex):** They also gain a +16 Divine Bonus to their armor class (See Divine Bonus Special Quality)
- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Greater deities gain a +16 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Special Attacks:

- **Divine Aura (Su):** Medium range (100 ft. +10 ft. per Hit Dice/Level).
- **Portfolios (Var.):** Each greater deity gains 2 Portfolios (see Chapter 3 for more details on Portfolios)

Integrated Class Features (Var.): Immortals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Immortals with both Hit Dice and Class Levels do not count their Class Levels for the purposes of determining these integrated class features, only their Hit Dice. Caster Level for integrated spellcaster classes is always equal to the immortal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

Spell-like Abilities (Su): At will - *commune, dream, etherealness, geas/quest, greater dispel magic, greater teleport, magic jar, sending, tongues*; 16/day - *wish*. Caster Level equal to total Hit Dice/Levels + 16 (Divine Bonus). The save DCs are Charisma-based.

Special Qualities:

- **Damage Reduction (Su):** Greater deities gain Damage Reduction 40/Epic
- **Divine Bonus (Ex):** Greater deities add a +16 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.
- **Divine Senses (Ex):** The senses of a greater deity are ten times superior to that of the base creature.
- **Godly Realm (Var.):** The size of its godly realm is equal to the radius of its divine aura multiplied by the number of years it has ruled over the area. Within that area it can impose a divine penalty to any or all characters (even more powerful deities) equal to its divine bonus. In this case -16.

- **Grant Spells (Su):** Greater deities can grant spells of any level.
- **Immortality (Ex):** A greater deity does not age, requires no air to breathe, no food or drink, nor sleep.
- **Immunities (Ex):** A greater deity is unaffected by natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by magical cold, magical disease, magical fire etc.
- **Spell Resistance (Su):** Greater deities gain Spell Resistance equal to their total Hit Dice/Levels +26 (10 + Divine Bonus Special Quality)

Saves (Ex): Greater deities gain a +16 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +32 to each Ability Score

Skills (Ex): Greater deities gain a +16 Divine Bonus to all Skills (See Divine Bonus Special Quality).

- **Maven (Ex):** They also have their skill ranks raised to maximum for each skill they know.

Divine Abilities (Var.): 16 Divine Abilities

Challenge Rating: Same as base creature +53 (including +80 levels of equipment), or +35 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +80 (with +80 levels of equipment), or +53 (no extra equipment).

SIDEREALS

Primordial archetypes who shaped the kosmos with their very being. The embodiment of the layers, planes and dimensions which comprise a given reality. These mega-beings, commonly referred to collectively as overgods by some, are the forces of the universe given flesh. They evolved from the dissolution of the demiurge, and are so intrinsic to the kosmos that it wishes not to surrender them.

Sidereals rarely court worship for a number of reasons. Firstly, they were imprisoned prior to the existence of mortal races, as such, can only interact with mortals through their dreams, and vice versa. Secondly, the amount of effort required to amass a body or worshippers that would make any significant impact to the sidereals divine status is astronomical. Meaning that most would more likely devour a few immortals instead.

Sidereals are incredibly powerful cosmic creatures, however, their existence is threatened by equally powerful forces such as Adamic Dragons and Entities (cosmic abominations).

DESTROYING A SIDEREAL

Sidereals are the embodiments of planar layers. In many ways they are the layers themselves, although their physical manifestations are typically much smaller. Think of the manifestation as a plant and the layer itself as the plants roots. As such, the destruction of the sidereal's manifestation, is only akin to cutting the stem, not digging up the roots. While beings of an equal or greater stature can fight the sidereal on its own level.

DEATH OF A SIDEREAL

Should a sidereal somehow be destroyed, a feat which can only be achieved by a being of equal or higher status (see its Cosmic String special quality), then the dimension, layer or plane it represents will begin to destabilise and eventually collapse in upon itself.

THE DIMENSION WAR

When the universe was in its infancy, the various dimensions were separate and distinct. However, as the universe expanded, dimensional tectonics caused bleeding and tears to appear, through which those from one dimension were able to interact, for the first time, with those from another. This brought catastrophic consequences, as the beings were totally and utterly alien to one another and had no common ground. The angels for instance, had no understanding of sin, or fighting. Trillions fell as martyrs until one angel, the seraphim Samael, began to fight back against the elemental invaders. Fully one third of the remaining angels flocked to his banner, but they were not content with just defending themselves, they wanted retribution, they wanted an eye for an eye, blood for blood. This holy crusade set Samael and his forces in opposition with the angelic hierarchy and led to the first rebellion of the heavens. Angel killed angel and the carnage was horrific. But ultimately Samael could not fight a war on two fronts and the angelic hierarchy was bolstered by a new champion, the seraphim Michael, whose personal defeat of Samael led to the casting out of heaven for those rebellious angels. Defeated, they fled to the battleground where the terrible war with the elementals had been fought, a place now known as the lower planes. There, their bitterness and hatred festered, slowly but surely twisting their hearts and minds and ultimately their bodies into personifications of the sins they had embraced.

However, this was merely the beginning of the cosmic war and cracks were already beginning to affect the stability of the dimensions themselves. When it became clear that if fought to a conclusion, the first cosmic war would destroy the universe entire. The angel's final solution was to remove all the cosmic pieces from the celestial chessboard and surrender the future to a new cycle of divinity, immortals. The angels hoped the next generation could find the answers where the sidereals had failed, or at the very least that the wrath of the immortals would not be so great as to threaten the very fabric of the universe. The epic rituals that followed wove all cosmic entities into the tapestry of the planes themselves, in effect returning them to the supernal womb of the demiurge. The first ones became one with the dimensions, old ones merged with the planes, and each of the elder ones became inextricably

linked to the various planar layers. Some weaker entities, caught in the spell's wake became trapped in demiplanes. There they remain until freed; the power required to do so is immense. However, occasionally, stellar conjunctions, dimensional breaches, sidereal artifacts or groups of immortals conspire to free a cosmic prisoner and one is able to slip its celestial shackles and re-enter reality. In past occurrences even whole pantheons have been crushed before the threat has been dealt with.

Insert Illustration of Sidereal Thor

ELDER ONE (DAITYA)

Elder ones, or simply elder gods, are the embodiments of ideas and concepts intrinsic to the universe. Each is the personification of a planar layer. Elder ones go by the esoteric name of daitya, which implies giant god, a reference to the fact their minimum size is restricted. Many elder ones are the creators of the current crop of immortals (such as the Mesopotamian Apsu or Greek Kronos, who gave rise to their respective pantheons of immortals), others represent a pantheons eventual destroyer (the Norse Surtur or Indian Mahisha for instance).

Cosmic balance dictates that there is a single elder one representing each and every planar layer. Therefore, each layer of the Nine Hells, for instance, is an imprisoned elder one. It is of course possible, that some elder ones exist outside the cosmic balance and were not bound during the dimension war. Those lesser planes born out of, such as the para and quasi-elemental planes, are also dormant elder ones, rather than old ones.

Currently, most elder ones are imprisoned in the form of planar layers (for example the Greek Titans became the sixfold layers of Tartarus), bound into the very fabric of the kosmos, so their actions are somewhat limited. However, although physically dormant some immortal scholars believe the subconscious mind of an elder one is aware of all that transpires on their layer.

Becoming an elder one is outlawed amongst immortals. Any being who acquires the power of an elder one is likely to be regarded as a threat to the current cosmic stability and will be assaulted by a force of immortals who will attempt to destroy its manifestation and then bind the elder one into the fabric of the kosmos, creating a new planar layer in the process. Likewise, if an existing elder one is somehow freed of its supernatural shackles, deities will take similar steps to prevent it from causing too much damage.

Figures from mythology who would be considered elder ones would include: Apsu (from Mesopotamian mythology); Kronos (from Greco-Roman mythology); Mahisha (from Indian mythology) and Surtur (from Norse mythology).

The cogent (IH - Epic Bestiary: Vol.1) are thought to be the disembodied brains of elder ones who ventured into the Far Place, although the cogent would only be considered greater deities in terms of their power. Other beings who would be considered elder ones include the angelic cherubim (IH - Epic Bestiary: Vol.1).

CREATING AN ELDER ONE

The elder one template can be added to any creature as follows:

- **Gained:** A character with between 1,000,000,000-9,999,999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the elder one template.

- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 121-160 Hit Dice to effectively have the elder one template.

- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider and it also gains the Extraplanar Sub-type. In addition, elder ones cannot be smaller than Large Size, as beings with this much power are limited as to how far they can condense their manifestations.

Minimum Hit Dice/Levels: 120.

Hit Dice: Elder ones use d100's for Hit Dice and have **quadruple** maximum hit points per die (see their Cosmic Firmament special quality).

Speed (Ex): All movement speeds increased tenfold.

Armor Class:

- **Deflection Bonus (Ex):** Elder ones gain a deflection bonus to their armor class equal to their Charisma modifier.

- **Divine Bonus (Ex):** They also gain a +24 Divine Bonus to their armor class (See Divine Bonus Special Quality)

- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Elder ones gain a +24 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Integrated Class Features (Var.): Sidereals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Sidereals with both Hit Dice and Class Levels do not count their Class Levels for the purposes of determining these integrated class features, only their Hit Dice. Caster Level for integrated spellcaster classes is always equal to the sidereal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

Special Attacks:

- **Alter Reality (Su):** Elder ones are part of the fabric of reality. Once per round as a free action they can duplicate any spell of a level equal to 9 + number of automatic metamagic capacity feats. This ability can also duplicate any epic spells of a DC equal to their spellcraft check +20.

- **Divine Aura (Su):** Long range (400 ft. +40 ft. per Hit Dice/Level).

- **Portfolios (Var.):** Each elder ones gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Special Qualities:

- **Cosmic Consciousness (Ex):** The senses of an elder one extend to the borders the current layer they inhabit.

- **Cosmic Firmament (Ex):** An elder one is the embodiment of a planar layer, as such they are treated as if always within their godly realms, regardless of where they manifest.

- **Cosmic String (Ex):** Elder ones can only be permanently destroyed by a being of equal or better divine status. If an elder one is destroyed by a being of a lower divine status it simply rejuvenates within 1d10 minutes.

- **Damage Reduction (Su):** Elder ones gain Damage Reduction 60/-.

- **Divine Bonus (Ex):** Elder ones add a +24 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Grant Spells (Su):** Elder ones can grant spells of any level (the recipient must still be of sufficient power to cast the spell of course).

- **Immortality (Ex):** An elder one does not age, requires no air to breathe, no food or drink to sustain itself, nor sleep.

- **Immunities (Ex):** An elder one is unaffected by any magical or natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by artifacts (epic magic items) and epic spells.

- **Spell Resistance/Spell Reflection (Su):** Elder ones gain spell resistance equal to their total Hit Dice/Levels +34 (10 + Divine Bonus Special Quality). Any spell which fails to penetrate the elder one's spell resistance is reflected back upon the caster.

Saves (Ex): Elder ones gain a +24 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +48 to each Ability Score.

Skills (Ex): Elder ones gain a +24 Divine Bonus to all Skills (See Divine Bonus Special Quality).

- **Maven (Ex):** Maximum skill ranks for each skill they know.

- **Omnicompetent (Ex):** Elder ones know all skills.

Divine Abilities (Var.): 24 Divine Abilities.

Challenge Rating: Same as base creature +80 (including +120 levels of equipment), or +53 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +120 (with +120 levels of equipment), or +80 (no extra equipment).

OLD ONE (SECUNDADAEIAN)

Old ones are the sentient manifestations of ethical outlooks, philosophies or other lesser forces of the universe. Evolving from the infant dimensions, these outer gods are sometimes known by the esoteric name secundadaeian, which means 'second one'. This refers to the fact that they evolved an unknown period of time after the first ones.

At least twenty-six individual old ones are known to exist. One for each plane, as shown on Table 2-15: Known Old Ones. The casim are created when an old one is destroyed. Only one cosmocrat is thought to exist at any given time. The maadim are old ones who became trapped in the Far Place. It is likely that other old ones, or similarly powered beings exist outside the cosmic balance, perhaps lost in the Great Rift or dwelling in the space between dimensions.

As with other sidereals, old ones are incarcerated within the very fabric of the universe itself. Each plane of reality represents not simply the prison of an old one, but its very being, trapped in a semi-aware state. Until freed old ones are unable to act directly but can influence indirectly. The most obvious example of this ability being planar traits.

Should any being somehow gain the power of an old one they will be deemed a risk to cosmic balance and a divine task force, comprised of multiple greater deities will seek to imprison the offender.

Figures from mythology who are probably old ones would include: Algol and Chthon (both from occult lore); Erebus and Nyx (both from Greco-Roman mythology).

Other beings who would be considered old ones include the angelic seraphim (from the IH - Epic Bestiary: Vol. 1); the deceased old ones referred to as the casim and the intelligibles known as cosmocrats who are thought to be the avatars of the demiurge (both from the IH - Epic Bestiary: Vol. 2).

CREATING AN OLD ONE

The old one template can be added to any creature as follows:

- **Gained:** A character with between 10,000,000,000-99,999,999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the old one template.

- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 161-240 Hit Dice to effectively have the old one template.

- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider and it also gains the Extraplanar Sub-type. In addition, old ones cannot be smaller than Huge Size, as beings with this much power are limited as to how far they can condense their manifestations.

Minimum Hit Dice/Levels: 160.

Hit Dice: Old ones use d100's for Hit Dice and have **sextuple** maximum hit points per die (see their Cosmic Firmament special quality).

Speed (Ex): All movement speeds increased tenfold.

Armor Class:

- **Deflection Bonus (Ex):** Old ones gain a deflection bonus to their armor class equal to their Charisma modifier.

- **Divine Bonus (Ex):** They also gain a +32 Divine Bonus to their armor class (See Divine Bonus Special Quality)

- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Old ones gain a +32 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Integrated Class Features (Var.): Sidereals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Sidereals with both Hit Dice and Class Levels do not count their Class Levels for the purposes of determining these integrated class features, only their Hit Dice. Caster Level for integrated spellcaster classes is always equal to the sidereal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

TABLE 2-15: KNOWN OLD ONES

Dimension	Plane	Race	Name	Alignment
Abyss (Far Place)	n/a	Maadim	variable	CN (insane)
Atziluth (Outer Planes)	Abyss	Balseraph*	Shiggurath (Lust)	CE
	Acheron	Balseraph*	Abhoth (Sloth)	LE (Neutral tendencies)
	Arcadia	Seraphim	Raphael (Meekness)	LG (Neutral tendencies)
	Asgard	Seraphim	Michael (Zeal)	CG (Neutral tendencies)
	Concordance	Humanoid	Lady Fate	N
	Elysium	Seraphim	Chamuel (Love)	NG
	Gehenna	Balseraph*	Amon (Greed)	NE (Lawful tendencies)
	Hades	Balseraph*	Nyx (Envy)	NE
	Happy Hunting Grounds	Seraphim	Zadkiel (Charity)	NG (Chaotic tendencies)
	Limbo	Pseudonatural	Algol	CN (insane)
	Nine Hells	Balseraph*	Abaddon (Pride)	LE
	Nirvana	Construct	Daath	LN
	Olympus	Seraphim	Jophiel (Humility)	CG
	Pandemonium	Balseraph*	Erebus (Wrath)	CE (Neutral tendencies)
	Seven Heavens	Seraphim	Jophiel (Chastity)	LG
	Tarterus	Balseraph*	Jidhra (Gluttony)	NE (Chaotic tendencies)
	Twin Paradieses	Seraphim	Uriel (Temperance)	NG (Lawful tendencies)
Briah (Elemental Planes)	Air	Elementar	Uranus	N (Evil tendencies)
	Earth	Elementar	Chthon	N (Evil tendencies)
	Fire	Elementar	Pyreus	N (Evil tendencies)
	Negative	Elementar	Ob	NE
	Positive	Elementar	Od	N (Good tendencies)
Yetzirah (Transitive Planes)	Water	Elementar	Aquaster	N (Evil tendencies)
	Astral	Pseudonatural	Yothoth	N (Evil tendencies)
	Ethereal	Pseudonatural	Yibb-ill	N (Evil tendencies)
	Shadow	Humanoid	Cernun	NE
Assiah (Prime Material Plane)	n/a	Cosmocrat	variable	N
Byss (Death Dimension)	n/a	Casim	variable	N

*Balseraph are corrupted Seraphim, mutated into unique and terrible shapes over the eons.

Special Attacks:

- **Alter Reality (Su):** Old ones are part of the fabric of reality. Once per round as a free action they can duplicate any spell of a level equal to 9 + number of automatic metamagic capacity feats. This ability can also duplicate any epic spells of a DC equal to their spellcraft check +20.
- **Cosmic Serpent (Su):** Old ones are the embodiments of alignment.
- **Divine Aura (Su):** Long range (400 ft. +40 ft. per Hit Dice/Level).
- **Portfolios (Var.):** Each old one gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Special Qualities:

- **[Aligned] Messiah (Su):** Beings with the same alignment as the old one cannot harm it either directly or indirectly.
- **Cosmic Consciousness (Ex):** The senses of an old one extend to the borders the current plane they inhabit.
- **Cosmic Firmament (Ex):** An old one is the embodiment of a plane, as such they are treated as if always within their godly realms, regardless of where they manifest.
- **Cosmic String (Ex):** Old ones can only be permanently destroyed by a being of equal or better divine status. If an old one is destroyed by a being of a lower divine status it simply rejuvenates within 1d10 rounds.
- **Damage Reduction (Su):** Old ones gain Damage Reduction 80/-.
- **Divine Bonus (Ex):** Old ones add a +32 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.
- **Grant Spells (Su):** Old ones can grant spells of any level (the recipient must still be of sufficient power to cast the spell of course).
- **Immortality (Ex):** An old one does not age, requires no air to breathe, no food or drink to sustain itself, nor sleep.
- **Immunities (Ex):** An old one is unaffected by any magical or natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by artifacts (epic magic items) and epic spells.
- **Spell Resistance/Spell Reflection (Su):** Old ones gain Spell Resistance equal to their total Hit Dice/Levels +42 (10 + Divine Bonus Special Quality). Any spell which fails to penetrate the old one's spell resistance is reflected back upon the caster.
- **Saves (Ex):** Old ones gain a +32 Divine Bonus to all Saves (See Divine Bonus Special Quality).
- **Abilities (ex):** +64 to each Ability Score.
- **Skills (Ex):** Old ones gain a +32 Divine Bonus to all Skills (See Divine Bonus Special Quality).
- **Maven (Ex):** Maximum skill ranks for each skill they know.
- **Omniscient (Ex):** Old ones know all skills.
- **Divine Abilities (Var.):** 32 Divine Abilities.
- **Challenge Rating:** Same as base creature +106 (including +120 levels of equipment), or +70 (no extra equipment).
- **Treasure:** Same as base creature.
- **Effective Class Level:** Same as base creature +160 (with +160 levels of equipment), or +106 (no extra equipment).

FIRST ONE (CHIOH HA QODESH)

First ones represent the greatest fundamental forces of the universe. Each is the sentient embodiment of an entire dimension. The esoteric name for the first ones is chioh ha qodesh, which means 'holy living creature'. This could refer to Metatron, the dimensional deva, who is said to be one of the qodeshim (a type of angel). Although some speculate it means 'wholly' rather than 'holy' living creature and describes how the first ones were the first 'whole' life forms to evolved. The original intelligences to have grown from the dissolution of a time lord.

Six such giga-beings are known to immortal scholars, one for each dimension, as shown in Table 2-16: Known First Ones. Each potentially hundreds of millions or even billions of years old. Its possible that other universes may have a different number of first ones, or even that a first one has somehow become divorced from its parent demiurge and now traverses the expanse that is the great rift.

First ones are intrinsic components of the universe, in that respect they have a machine like quality to them revealing very little individuality. although they still correspond to the generic identity they have typically portrayed throughout the eons of their existence.

First ones do not acknowledge worship. However, as with other sidereals, they may indirectly have a body of worshippers via religions established around their aspects or avatars.

As with most sidereals, the first ones are bound and dormant. First ones are unlikely to be encountered unless something as monumental as the very fate of the universe is threatened.

Figures from mythology who would be considered first ones would include: Aditi (from Indian mythology); Chaos (from Greco-Roman mythology), Metatron, Satan and Tamas (all three from occult lore) and Zurvan (from Persian mythology).

ANOMALIES

Anomalies are extra-cosmic abominations, creatures otherwise superfluous to cosmic balance but possessed of power enough to give even a time lord pause. While abominations are perversions of immortal portfolios and entities are corruptions of the dimensions, anomalies are twisted interpretations of infinite aspects of reality.

Known anomalies include: the dead demiurge known as the Gargantaur (from the IH - Epic Bestiary: Vol. 2) and the inconceivable Infinitaur, terminator of time lords (IH - Epic Bestiary: Vol. 3). Though it is likely that other anomalies exist within the boundless parameters of the great rift.

CREATING A FIRST ONE

The first one template can be added to any creature as follows:

- **Gained:** A character with between 100,000,000,000-999,999,999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the first one template.
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 241-320 Hit Dice to effectively have the first one template. Most anomalies (eternal abominations) are born with power akin to a first one regardless of how many Hit Dice they possess, though they could always become more powerful.
- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to Outsider and it also gains the Extraplanar Sub-type. In addition first ones cannot take a form smaller than Gargantuan size and still retain their full power.

Minimum Hit Dice/Levels: 240.

Hit Dice: First ones use d100's for Hit Dice and have **octuple (x8)** maximum hit points per die (see their Cosmic Firmament special quality).

Speed (Ex): All movement speeds increased tenfold.

Armor Class:

- **Deflection Bonus (Ex):** First ones gain a deflection bonus to their armor class equal to their Charisma modifier.
- **Divine Bonus (Ex):** They also gain a +48 Divine Bonus to their armor class (See Divine Bonus Special Quality)

- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): First ones gain a +48 Divine Bonus to Attacks (See Divine Bonus Special Quality).

Integrated Class Features (Var.): Sidereals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Sidereals with both Hit Dice and Class Levels do not count their Class Levels for the purposes of determining these integrated class features, only their Hit Dice. Caster Level for integrated spellcaster classes is always equal to the sidereal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

Special Attacks:

- **Alter Reality (Su):** First ones are part of the fabric of reality. Once per round as a free action they can duplicate any spell of a level equal to 9 + number of automatic metamagic capacity feats. This ability can also duplicate any epic spells of a DC equal to their spellcraft check +20.

- **Divine Aura (Su):** Long range (400 ft. +40 ft. per Hit Dice/Level).

- **Portfolios (Var.):** Each first one gains 2 Portfolios (see Chapter 3 for more details on Portfolios).

Special Qualities:

- **Cosmic Consciousness (Ex):** The senses of a first one extend to the borders the current dimension they inhabit.

- **Cosmic Firmament (Ex):** A first one is the embodiment of a dimension, as such they are treated as if always within their godly realms, regardless of where they manifest.

- **Cosmic String (Ex):** First ones can only be permanently destroyed by a being of equal or better divine status. If a first one is destroyed by a being of a lower divine status it simply rejuvenates within 1d10 seconds.

- **Damage Reduction (Su):** First ones gain Damage Reduction 120/-.

- **[Dimensional] Mastery (Var.):** First ones gain **one** of the following six abilities:

1. **Evil Eye (Fate):** You can manipulate the destiny of any beings within your divine aura. For instance you could choose to always gain the best dice rolls for you and your allies and bestow the worst on your enemies. Any being with the *Inner Eye* cosmic ability (see pg. 134) cannot have their destiny tampered with in this manner, however, they themselves would no longer always gain the best dice rolls (as per the benefits of the *Inner Eye* ability).

2. **Transcorporeal (Matter):** You cannot be physically injured by any matter native to this universe (with the exception of one artifact).

3. **Transfinite (Spirit):** You can add the inherent power of your opponent to that of your own. You can choose any opponent within your divine aura and further increase your divine bonus and ability scores by an amount equivalent to the benefit given by their divinity template.

e.g. If a transfinite being was assaulted by a gang of four greater deities it could stack a greater deity template on top of its own powers. This would increase its divine bonus by +16 and each of its ability scores by +32.

4. **Transmortality (Entropy):** You are truly immortal and cannot be permanently destroyed, even by beings of a higher divine status (except by one specific individual). See page 155 for more details on Transmortality.

5. **Transtemporal (Time):** You can travel freely in time. Any being with the *Slipstream* cosmic ability (see pg. 135) cannot be undermined by time travel. However, a transtemporal being still gains triple actions against such opponents simultaneously acting from the immediate past, present and future.

6. **Unreal (Thought):** You cannot be affected by magic from your universe (with the exception of one spell/ritual).

- **Divine Bonus (Ex):** First ones add a +48 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Grant Spells (Su):** First ones can grant spells of any level (the recipient must still be of sufficient power to cast the spell of course).

- **Immortality (Ex):** A first one does not age, requires no air to breathe, no food or drink to sustain itself, nor sleep.

- **Immunities (Ex):** A first one is unaffected by any magical or natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by artifacts (epic magic items) and epic spells.

- **Spell Resistance/Spell Reflection (Su):** First ones gain spell resistance equal to their total Hit Dice/Levels +58 (10 + Divine Bonus Special Quality). Any spell which fails to penetrate the first one's spell resistance is reflected back upon the caster.

Saves (Ex): First ones gain a +48 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +96 to each Ability Score

Skills (Ex): First ones gain a +48 Divine Bonus to all Skills (See Divine Bonus Special Quality).

- **Maven (Ex):** Maximum skill ranks for each skill they know.

- **Omnicompetent (Ex):** First ones know all skills.

Divine Abilities (Ex): 48 Divine Abilities.

Challenge Rating: Same as base creature +160 (including +240 levels of equipment), or +106 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +240 (with +240 levels of equipment), or +160 (no extra equipment).

TABLE 2-16: KNOWN FIRST ONES

Dimension	Name	Also Known As	Hit Dice	Avatars	Aspects
Araphadatu (Far Place)	Limbus	Chaos	301	-	-
Atziluth (Outer Planes)	Metatron	Angel of Judgement	266	Oritron	-
Briah (Elemental Planes)	Satan	The Adversary	255	-	Lucifer
Yetzirah (Transitive Planes)	Zurvan	Eternity	240	Ahura-Mazda*	-
Assiah (Prime Material Plane)	Aditi	Infinity	250	Gaea	-
Byss (Death Dimension)	Tamas	Entropy	313	-	-

*Ahura-Mazda later became the twin greater-deities Ahriman and Ormazd.

ETERNALS

(AEONS)

Eternals, or sometimes externals, are improbable giga-beings that exist beyond the confines of our reality. Each of these hyper-terrestrials is either a partial universe (demiurge), universe (time lord) or multiverse (high lord) unto themselves. Many consider eternals the aspects and avatars of the supreme being. They are occasionally referred to collectively as evergods, because they cannot be permanently destroyed, only amalgamated or imprisoned.

Eternals dwell in the eighth dimension, Mazaloth, the hoary heaven. Although others refer to it as Pleroma, the region of light. So named because it is akin to a negative of the night sky, a white blanket punctuated by motes of darkness, the eternals themselves.

While the eternals themselves border on the omnipotent, their existence is challenged by equally powerful creatures including: anomalies (eternal abominations); hyperforms; nehaschmic dragons; quantum golems; spectrals; transelementals and un-beings, as well as other eternals of course.

N.B. Eternals are basically synonymous with campaign settings which proffer their own dimensional/planar cosmology.

Insert Illustration of Eternal Thor

DEMIURGE (SADHYA)

Demiurges, also known as sadhyas (meaning divine sacrificers) are incomplete time lords. The word demiurge means world-builder, although in the esoteric sense 'world' actually implies universe. These beings were once time lords who had their manifestations, either willingly or unwillingly sundered. This event reduces the demiurge to its component dimensions, typically: entropy, space, time, matter, spirit and thought; although myriad possibilities certainly exist. Thus the time lord through this act of sacrifice, builds the universe from itself. From those divorced dimensions (first ones) evolves the planes (old ones), then layers (elder ones) and later the immortals and mortals as the universe continually diversifies and expands.

When the influence of a first one begins to exceed the cosmic balance and its dimension starts to dominate the others, the demiurge reawakens. This is done in stages. A Stage I demiurge is the weakest. It exists in a universe with first ones, old ones and elder ones. A Stage II demiurge has destroyed the first ones and reclaimed dimensional supremacy. A Stage III demiurge has also destroyed all the old ones. Once a demiurge has destroyed all the sidereals it becomes a time lord.

An awakened demiurge who was unwillingly sundered will almost certainly try to reconstitute itself by destroying all sidereals. Even if the demiurge willingly sundered itself, it will probably be attacked by sidereals, fearing they are about to be consumed. Either way, such events usually lead to some sort of cosmic upheaval.

Figures from mythology who would be considered demiurges would include: Abraxas, Samael and Yao (from occult lore), and Ptah (from Egyptian mythology).

CREATING A DEMIURGE

The three demiurge templates can be gained by any being who meets the following prerequisites.

- **Gained:** A being with 1,000,000,000,000-9,999,999,999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the demiurge (stage I) template. While 10,000,000,000,000-99,999,999,999,999 quintessence is required for demiurge (stage II) and 100,000,000,000,000-999,999,999,999,999 for demiurge (stage III).
- **Paralleled:** Unless its divine status is already known assume any intelligent (Int 4+) outsider with between 321-480 hit die to effectively have the demiurge (stage I) template. Those with between 481-640 hit die to effectively have the demiurge (stage II) template and those with between 641-998 hit die to have the stage III template.
- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to outsider and gains the extraplanar subtype. In addition, demiurges have the following minimum sizes: Stage I - colossal, stage II - titanic, stage III - macro-fine.

Minimum Hit Dice/Levels: Stage I - 320, stage II - 480, stage III - 640.

Hit Dice: All stages use d1000's for hit die and have **double** maximum hit points per die (see their cosmic firmament special quality).

Speed (ex): Superluminal 5,621,108,587 feet (1,124,221,717 squares) in all mediums, the equivalent of 106,460 miles per round.

Armor Class:

- **Deflection Bonus (Ex):** All demiurges gain a deflection bonus to their armor class equal to their charisma modifier.
- **Divine Bonus (Ex):** They also gain a +64 (Stage I), +96 (Stage II) or +128 (Stage III) Divine Bonus to armor class (See Divine Bonus Special Quality)
- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to 1/4 their total Hit Dice/Levels (round any fractions down).

Attacks (Ex): Demiurges gain a +64 (stage I), +96 (stage II) or +128 (stage III) divine bonus to attacks (see divine bonus special quality).

Integrated Class Features (Var.): Eternals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Eternals with both Hit Dice and Class Levels do not count their Class Levels for the purposes of determining these integrated class features, only their Hit Dice. Caster Level for integrated spellcaster classes is always equal to the eternal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

Special Attacks:

- **Alter Reality (Su):** Demiurges are part of the fabric of reality. Once per round as a free action they can duplicate any spell of a level equal to 9 + number of automatic metamagic capacity feats. This ability can also duplicate any epic spells of a DC equal to their spellcraft check +20.
- **Divine Aura (Su):** Extreme range (1600 ft. +160 ft. per hit die).
- **Portfolios (Var.):** Each demiurge gains 2 portfolios (see chapter 3 for more details on portfolios), however, they can change these as a free action.

Special Qualities:

- **Cosmic Consciousness (Ex):** The senses of a demiurge extend to the borders the current universe they inhabit.
- **Cosmic Firmament (Ex):** A demiurge is the embodiment of an incomplete reality, as such they are treated as if always within their godly realms, regardless of where they manifest.
- **Damage Reduction (Su):** Demiurges gain damage reduction 160/- (stage I), 240/- (stage II) or 320/- (stage III).
- **[Dimensional] Mastery (Var.):** Stage I demiurges gain any two of the following abilities, stage II gain three and stage III gain four:
 1. **Evil Eye (Fate):** You can manipulate the destiny of any beings within your divine aura. For instance you could choose to always gain the best dice rolls for you and your allies and bestow the worst on your enemies. Any being with the *Inner Eye* cosmic ability (see pg. 134) cannot have their destiny tampered with in this manner, however, they themselves would no longer always gain the best dice rolls (as per the benefits of the *Inner Eye* ability).
 2. **Transcorporeal (Matter):** You cannot be physically injured by any matter native to this universe (with the exception of one artifact).
 3. **Transfinite (Spirit):** You can add the inherant power of your opponent to that of your own. You can choose any opponent within your divine aura and further increase your divine bonus and ability scores by an amount equivalent to the benefit given by their divinity template.
 4. **Transmortality (Entropy):** You are truly immortal and cannot be permanently destroyed, even by beings of a higher divine status (except by one specific individual). See page 155 for more details on Transmortality.
 5. **Transtemporal (Time):** You can travel freely in time. Any being with the *Slipstream* cosmic ability (see pg. 135) cannot be undermined by time travel. However, a transtemporal being still gains triple actions against such opponents simultaneously acting from the immediate past, present and future.
 6. **Unreal (Thought):** You cannot be affected by magic from your universe (with the exception of one spell/ritual).

- **Divine Bonus (Ex):** Demiurges add a +64 (Stage I), +96 (Stage II) or +128 (Stage III) divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Grant Spells (Su):** Demiurges can grant spells of any level (the recipient must still be of sufficient power to cast the spell of course).
- **Immortality (Ex):** A demiurge does not age, requires no air to breathe, no food or drink to sustain itself, nor sleep.

- **Immunities (Ex):** A demiurge is unaffected by any magical or natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by artifacts (epic magic items) and epic spells.

- **Interdimensional (Ex):** A demiurge exists just as much in the space between dimensions. When targeted with an attack or spell, the demiurge has a base 50% chance of avoiding the attack.

- **Spell Resistance/Spell Reflection (Su):** Demiurges gain spell resistance equal to their total Hit Dice/Levels +74 (Stage I), +106 (Stage II) or +138 (Stage III). Any spell which fails to penetrate the demiurge's spell resistance is reflected back upon the caster.

Saves (Ex): Demiurges gain a +64 (Stage I), +96 (Stage II) or +128 (Stage III) Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): Demiurges gain a +128 (Stage I), +192 (Stage II) or +256 (Stage III) to each Ability Score.

Skills (Ex): Demiurges gain a +64 (Stage I), +96 (Stage II) or +128 (Stage III) Divine Bonus to all Skills (See Divine Bonus Special Quality).

- **Maven (Ex):** Maximum skill ranks for each skill they know.
- **Omniscient (Ex):** Demiurges know all skills.

Divine Abilities (Var.): Demiurges gain either 64 (Stage I), 96 (Stage II) or 128 (Stage III) Divine Ability Slots.

Challenge Rating

Stage I: Same as base creature +213 (including +320 levels of equipment), or +142 (no extra equipment).

Stage II: Same as base creature +320 (including +480 levels of equipment), or +213 (no extra equipment).

Stage III: Same as base creature +426 (including +640 levels of equipment), or +284 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level

Stage I: Same as base creature +320 (including +320 levels of equipment), or +213 (no extra equipment).

Stage II: Same as base creature +480 (including +480 levels of equipment), or +320 (no extra equipment).

Stage III: Same as base creature +640 (including +640 levels of equipment), or +426 (no extra equipment).

TIME LORD (AEON, MONAD)

A time lord, or monad (which means 'ultimate indivisible unit') is a sentient universe dwelling within the eighth dimension (known as Mazaloth). These universal powers are the disparate components of an entire actuality manifest in a single being. While they encompass both good and evil, such concepts are either alien or irrelevant to them. They exist outside factors like entropy; fate or time. However, to manifest their power they must still operate within these crude fundamentals.

Many consider time lords to be immanent GOD-aspects, fractions of the supreme being. Others have hypothesised that they are transcendent individuals who have so encapsulated and dominated an entire multiverse to the point where they have subsumed all the innate forces within it; most notably all sidereals.

Such beings will likely never be encountered by either mortal or immortal, or typically under circumstances of anything less than the genesis of a new Time Lord.

A time lord differentiates from a demiurge in that no sidereals exist as part of its universe. Instead the time lord has complete control over the laws of physics.

Figures from mythology who would be considered time lords would include: Anthropolos - the World Giant and Dabbat - the World Beast (both from occult lore) and Yggdrasil - the World Tree (from Norse mythology).

CREATING A TIME LORD

The time lord template can be added to any creature as follows:

- **Gained:** Any being with 1,000,000,000,000,000 (a Quadrillion) or more quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the time lord template.

- **Paralleled:** Only beings who encompass one or more entire universes can possess 999 hit die or more.

- **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

Size and Type: Type changes to outsider and it also gains the extraplanar sub-type. In addition, time lords cannot take forms smaller than macro-tiny.

Minimum Hit Dice/Levels: 999.

Hit Dice: Time lords use d1000's for hit die and have **thousandfold** (x1000) hit points (see their cosmic firmament special quality).

Speed (Ex): Superluminal 5,621,108,587 feet (1,124,221,717 squares) in all mediums, the equivalent of 106,460 miles per round.

Armor Class:

- **Deflection Bonus (Ex):** Time lords gain a deflection bonus to their armor class equal to their charisma modifier.

- **Divine Bonus (Ex):** They also gain a +200 divine bonus to their armor class (See divine bonus special quality)

- **Natural Armor Bonus (Ex):** They gain a natural armor bonus equal to

1/4 their total hit die (round any fractions down).

Attacks (Ex): Time lords gain a +200 divine bonus to attacks (See divine bonus special quality).

Integrated Class Features (Var.): Eternals with Outsider Hit Dice (instead of Class Levels) gain class features of any class equal to half their Hit Dice. Eternals with both Hit Dice and Class Levels do not count their Class Levels for the purposes of determining these integrated class features, only their Hit Dice. Caster Level for integrated spellcaster classes is always equal to the eternal's total Hit Die + Divine Rank, it has nothing to do with the integrated levels.

Special Attacks:

- **Alter Reality (Su):** Time lords are part of the fabric of reality. Once per round as a free action they can duplicate any spell of a level equal to 9 + number of automatic metamagic capacity feats. This ability can also duplicate any epic spells of a DC equal to their spellcraft check +20.
- **Divine Aura (Su):** Extreme range (1600 ft. +160 ft. per Hit Dice/Level).
- **Portfolios (Ex):** Each time lord gains 2 portfolios (see chapter 3 for more details on portfolios), however, they can change these as a free action.

Special Qualities:

- **Cosmic Consciousness (Ex):** The senses of a time lord extend to the borders the current universe they inhabit.
- **Cosmic Firmament (Ex):** A time lord is the embodiment of an entire universe, as such they are treated as if always within their godly realms, regardless of where they manifest.

• **Damage Reduction (Su):** Time lords gain Damage Reduction 500/-.

• **Divine Bonus (Ex):** Time lords add a +200 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

• **Evil Eye (Fate):** You can manipulate the destiny of any beings within your divine aura. For instance you could choose to always gain the best dice rolls for you and your allies and bestow the worst on your enemies. Any being with the Inner Eye cosmic ability (see pg. 134) cannot have their destiny tampered with in this manner, however, they themselves would no longer always gain the best dice rolls (as per the benefits of the Inner Eye ability).

• **Grant Spells (Su):** Time lords can grant spells of any level (the recipient must still be of sufficient power to cast the spell of course).

• **Immortality (Ex):** A time lord does not age, requires no air to breathe, no food or drink to sustain itself, nor sleep.

• **Immunities (Ex):** A time lord is unaffected by any magical or natural effects such as: ability damage, disease, natural elements (cold, drowning, fire, lava, lightning etc.), poison and so forth. They can still be affected by artifacts (epic magic items) and epic spells.

• **Spell Resistance/Spell Reflection (Su):** Time lords gain spell resistance equal to their total Hit Dice/Levels +210 (10 + Divine Bonus Special Quality). Any spell which fails to penetrate the time lord's spell resistance is reflected back upon the caster.

• **Transcorporeal (Matter):** Time lords cannot be physically injured by any matter native to this universe.

• **Transfinite (Spirit):** You can add the inherent power of your opponent to that of your own. You can choose any opponent within your divine aura and further increase your divine bonus and ability scores by an amount equivalent to the benefit given by their divinity template.

• **Transmortality (Entropy):** Time lords are truly immortal and cannot be permanently destroyed, even by beings of a higher divine status (though one being can cancel them out). See page 155 for more details on Transmortality.

• **Transtemporal (Time):** You can travel freely in time. Any being with the Slipstream cosmic ability (see pg. 135) cannot be undermined by time travel. However, a transtemporal being still gains triple actions against such opponents simultaneously acting from the immediate past, present and future.

• **Unreal (Thought):** You cannot be affected by magic from your universe (with the exception of one spell/ritual).

Saves (Ex): Time lords gain a +200 Divine Bonus to all Saves (See Divine Bonus Special Quality).

Abilities (Ex): +400 to each Ability Score.

Skills (Ex): Time lords gain a +200 Divine Bonus to all Skills (See Divine Bonus Special Quality).

- **Maven (Ex):** Maximum skill ranks for each skill they know.
- **Omniscient (Ex):** Time lords know all skills.

Divine Abilities (Var.): 200 Divine Abilities.

Challenge Rating: Same as base creature +666 (including +1000 levels of equipment), or +444 (no extra equipment).

Treasure: Same as base creature.

Effective Class Level: Same as base creature +1000 (with +1000 levels of equipment), or +666 (no extra equipment).

HIGH LORD (DUAD, TRIAD, TETRAD ETC.)

High lords are multiversal powers, sentient personifications of multiple realities. Esoterically they are known as Duads (those comprising two universes), Triads (comprising three universes), Tetrads, Pentads, Sextads, Heptads, Ogdoads, Neneads, Decads etc. To creatures of the lower dimensions they appear almost incomprehensible, like overlapping images seen through a broken mirror.

These mighty beings are the most powerful residents of Muzaloth; the eighth dimension. High lords are born either from the amicable union of two time lords or the devouring of one time lord by another.

Occasionally a high lord will attempt to penetrate the great wall, Kuvachim, the ninth dimension, to challenge the supreme being who dwells in the tenth. Only beings with infinite strength can hope to escape the ensnarement of the great wall, reputedly made of the densest possible matter. Regardless of power though, such beings only have a 1/4096 chance of successfully defeating the spectrals who reside within guarding the great wall.

Figures from mythology who would be considered high lords would include: the ogdoad Domodon-Doxomedon and Tetragrammaton, a Tetrad (both from occult lore).

N.B. High lords are a metaphor for merging two or more campaign settings.

CREATING A HIGH LORD (DUAD)

The high lord template can be added to any creature as follows:

• **Gained:** A character with between 2,000,000,000,000,000/- 2,999,999,999,999,999 quintessence who passes the prerequisites for divine ascension (see pages 6-7) gains the high lord: duad template.

• **Paralleled:** Unless its divine status is already known assume any intelligent (Int4+) outsider with between 1998-2997 Hit Dice to effectively have the high lord: duad template.

• **Other methods:** Certain epic items can grant divinity temporarily (like power potions) or permanently (such as rings of power or soul objects). Similar effects can be duplicated with epic spells.

High Lords are identical to Time Lords except that all bonuses are multiplied depending upon the number of universes the high lord represents.

e.g. Tetragrammaton (a Tetrad: comprising four overlapping universes) would have a divine bonus of +800 (200 x 4), damage reduction 2000/- (500 x 4), a bonus to all ability scores of 1600 (400 x 4) etc.

A few other idiosyncracies of the High Lord template are as follows:

Size and Type: Type changes to Outsider and it also gains the Extraplanar Sub-type. In addition, duads cannot take forms smaller than Macro-small, triads cannot take forms smaller than Macro-medium, tetrads cannot take forms smaller than Macro-large.

Minimum Hit Dice/Levels: 999 per universe: 1998 (Duad), 2997 (Triad), 3996 (Tetrad) etc.

SUPERNALS

The supreme lords of life, or sometimes known simply as meta-terrestrials either are, or have been at some point, the supreme being. Every eternity or so, the current supreme being either retires or is deposed by a challenger who successfully penetrates the great wall. Thus multiple tera-beings have held this position over the eons., each an unknowable alien god of almost unimaginable power.

The supreme being bends the akashic records to its will and is the primary guiding light in the omniverse. In control of all metaphysical aspects of reality and surreality, it can basically do anything.

Insert Illustration of Supernal Thor

SUPREME BEING (GOD)

The supreme being is the most powerful being in existence, known to some as the great architect of the universe. Although the current holder of the title may not correspond to the original creator of all things. The supreme being is the dominant consciousness shaping the omniverse from beyond the great wall.

Figures from mythology who could be considered supreme beings would include: Logos (the word: "in the beginning was the word, and the word was GOD"). While Lipika (meaning 'keepers of secrets') is the name attributed to retired supreme beings (both are from occult lore).

N.B. *The supreme being is analogous to the Games Master, the great wall a metaphor for the GM's Screen.*

CREATING A SUPREME BEING

There is no Supreme Being Template. The supreme being is merely an extension of the Games Master and as such requires no stats.

However, for those who wish to indulge in such flights of imagination, the supreme being could simply represent the most powerful high lord eternal in existence. Such a being could theoretically encompass any number of universes depending on the whims of the Games Master. One idea would be to interpret Logos as incorporating seventy-two universes, one representing each name of GOD (as per Qabbalism).

AKASHIC RECORDS

The akashic records, sometimes known as the akashic memory, akashic library, or simply great library, is the omniversal DNA upon which the fabric of all realities are based. The word akashic means 'aether', which is itself another name for quintessence, the one element. In this sense it is indistinguishable from the idea of monism. Basically the akashic records are the wellspring of all past, present and future existence.

The great library itself is the tenth and final dimension of Aravoth, known as the heaven of heavens. Therein dwells the supreme being and his attendants, the lipika, the keepers of secrets, retired supreme beings. Those who invade the harmony of the tenth dimension, in effect, disturbing its silence, are likely to be dealt with by the supreme being or one of its extra-cosmic custodians.

Those who preside over the akashic records can unlock the origin, purpose and ultimate destiny of the omniverse. All things become clear to them, as if a great veil has been lifted from their minds. This collection of mystical knowledge grants them the power to reshape the omniverse at a metaphysical level.

There may well be other sets of records out there, however when beings from one omniverse cross over into another, their DNA must be rewritten to allow them to interact within this new reality.

Terms from mythology and religion which equate to the Akashic Records would include: the Book of Life (from the Bible), the Secret Doctrine (from occult lore) and the Sephiroth (from Qabbalism).

N.B. *The Akashic Records are analogous to the roleplaying game system you use. The great library representing all the books and gaming supplements on your shelves.*

BEYOND THE BEYOND?

Theoretically, are there beings more powerful still? Can we transcend true infinity? Can we escape into an eleventh dimension or a twelfth? Those who pursue the mystery beyond the great library could uncover the Ultras; peta-beings perhaps not unlike game designers who fashion their own akashic records. Or even encounter the Cosmic EGG itself, which is said to have hatched the first set of records.

Insert Illustration of Opposed Portfolios Battling Deities

PORTFOLIOS

Portfolios are spheres of influence that govern and shape reality. When a mortal ascends to the ranks of the immortals, they become a more intrinsic part of the universe, a physical extension of the aspects it best embodied during its mortal life, as if some genetic code is imprinted upon them.

CHOOSING PORTFOLIOS

When deciding upon which portfolios to choose for your immortal allow the player to first choose one portfolio from the list. This represents the internal power of the character, how they want to be perceived. The second portfolio should be chosen by the GM. This is how the universe actually perceives the character, its external presence. The second portfolio cannot be opposed to the first portfolio.

e.g. The player might view their character as a mighty warrior and thus choose the War portfolio, while the GM might see the character as more renowned for their Frostbrand axe and thus choose the Winter portfolio for them.

If you are just creating a new Player Character from scratch then the GM should roll randomly on Table 3-1: Portfolios to determine the second portfolio. If the die rolls randomly choose the portfolio opposed to the first choice, roll again.

GAINING PORTFOLIOS

Portfolios are gained whenever a mortal gains divinity. However, before the new immortal can manifest their portfolio powers they must perform a portfolio trial for each portfolio.

PORTFOLIO TRIALS

Before an immortal can bond their manifestation with their chosen portfolio(s) they must first perform some duty or quest. These adventures will always be poignant in some way to the portfolio. The trial can be undertaken as a group although only one member of the group will benefit

from it (in the sense of gaining access to their portfolio powers).

A very loose and sometimes cryptic suggestion for such a portfolio trial can be found within each portfolio description.

DOUBLE PORTFOLIOS

These rare portfolio paragons are the most powerful of their kind and often wield more political power within various immortal Councils. Portfolio paragons are rare, perhaps comprising only one percent of all immortals.

AFFLICTION (OPPOSED PORTFOLIO)

Cosmic balance dictates that every portfolio has an antithesis. This affliction, as it is known, represents the polar opposite which helps maintain universal harmony, whether it be light and darkness, fire and water, war and peace, to mention but a few.

Nature is the centrepiece of all portfolios and it does not have an affliction. Though it does have two sides, the animal and the plant, represented by the Moon and Nature portfolios respectively.

Just like beings of opposed alignments, those with opposed portfolios simply do not get along. In fact many are outright antagonistic towards each other.

- Treat those with opposed portfolios as if two steps less favorable for diplomacy and similar checks. If one of the opposed portfolios is a double portfolio, treat as if three steps less favorable. If both immortals have both (or double) opposed portfolios, then treat as if four steps less favorable.

e.g. If an immortal (with a single Fire portfolio) was formerly friendly to the character who just gained the Sea portfolio, they would now be indifferent.

In gaming terms, opposed portfolios are another excuse to create foes with which to challenge your players. So if one of your players wants to become the god of strength, they might just come to the attention of the nearest god of fear.

LOSING PORTFOLIOS

It is possible for immortals to lose their portfolios either through theft (such as from the Cosmic Superimposition cosmic ability) or through extreme circumstances of failure to live up to the responsibilities of the portfolio.

If the portfolio is stolen, then only the slaying of the thief's manifestation (not necessarily on their home plane) or their willing return of the portfolio (perhaps due to threat of destruction or compliance with some other bargain) can return it.

If an immortal acts against the responsibilities of its portfolio (GM's discretion), then it will lose control over that portfolio for a day. If it transgresses twice then it will lose the portfolio for a month. If it fails to live up to its responsibilities a third (and final) time it loses the portfolio forever.

- Any immortal failing to live up to the responsibilities of their portfolio for a third and final time also loses 50% of their quintessence.

CHANGING PORTFOLIOS

The changing of a portfolio is not something to be taken lightly. Portfolios are an inherent part of an immortal's divinity and once bonded to an aspect of the universe any attempt to remove it is like tearing off part of your soul.

- Any immortal wilfully casting off their portfolio loses 50% of their quintessence and are forever more seen as an enemy of that portfolio (the immortal is cursed with having all the weaknesses of the portfolio opposed to the one they just disowned).

e.g. A god of the sea who rescinded their responsibilities would lose the Sea portfolio but gain all the weaknesses of the Fire portfolio.

These immortal pariahs are outcasts amongst their peers.

PORTFOLIO TRUMPING

Portfolios have the power to both bestow immunities and trump immunities. In cases where this seems to conflict (such as two fire gods battling each other) the immortal with the highest divine status prevails. Treat those with double portfolios as if one divine status higher. In cases which result in a stalemate the defensive measure always prevails against an attack).

e.g. An intermediate deity (double fire portfolio) would be immune to any fire based attack from a greater god (single fire portfolio).

CLOSED COSMOLOGY (OPTIONAL)

An alternative approach to portfolios is to have only one portfolio template (or double portfolio template) per portfolio.

When you slay an immortal in a closed cosmology you gain its portfolio(s), and potentially its quintessence as well. Each new portfolio (beyond the standard two) will increase your ECL by approximately +1/2 for each divine rank you possess.

e.g. A lesser deity (divine rank 8) with five portfolios (two standard plus three gained) would be +12 ECL greater than normal.

In such situations, the accruelement of portfolios may seem akin to a contest with each immortal vying to become the one true god. To prevent this leading to all out deicide (unless that is what you wish?) you may need to outline some prohibitions imposed by ancient magics or overdeities. Possible stipulations might include:

- Both immortals must agree to the challenge.
- Both immortals must be of the same divine rank.

LIST OF PORTFOLIOS

The following table represents a list of the main portfolios and their opposed portfolios and synergistic portfolios. The percentage is for those GMs who want to be able to determine portfolios randomly, either for NPCs or those PCs created at immortal levels.

TABLE 3-1: PORTFOLIOS

%	Portfolio	Opposed Portfolio	Synergistic Portfolios
01-02	Arts	Crafts	Chaos
03-04	Chaos	Law	Arts
05-06	Charity	Wealth	Good
07-08	Community	Travel	Law, Stoicism
09-10	Crafts	Arts	Labour, Law
11-12	Darkness	Sun	Secrets
13-14	Death	Fertility	Entropy
15-16	Destruction	Healing	Strength
17-18	Disease	Stoicism	Death
19-20	Entropy	Time	Death, Winter
21-22	Evil	Good	Fear
23-24	Fear	Strength	Evil
25-26	Fertility	Death	Healing
27-28	Fire	Sea	Sun
29-30	Good	Evil	Charity, Peace
31-32	Healing	Destruction	Fertility, Stoicism
33-34	Knowledge	Secrets	Wisdom
35-36	Labour	Thievery	Craft, Stoicism
37-38	Law	Chaos	Community
39-40	Love	Revenge	Good
41-42	Luck	Skill	Thievery
43-44	Madness	Wisdom	Moon
45-46	Magic	Science	Knowledge
47-48	Moon	-	Madness, Nature
49-50	Mountain	Sky	Stoicism, Strength
51-52	Nature	-	Moon
53-58	[Object]	[Object]*	-
59-60	Peace	War	Good
61-66	[Race]	[Race]*	-
67-68	Revenge	Love	Evil, War
69-70	Science	Magic	Knowledge
71-72	Sea	Fire	Secrets
73-74	Secrets	Knowledge	Darkness
75-76	Skill	Luck	Sky
77-78	Sky	Mountain	Skill
79-80	Stoicism	Disease	Labour
81-82	Strength	Fear	Mountain
83-84	Sun	Darkness	Fire
85-86	Thievery	Labour	Luck
87-88	Thunder	Winter	Sky
89-90	Time	Entropy	Travel
91-92	Travel	Community	Time
93-94	War	Peace	[Object] (Weapon), Revenge
95-96	Wealth	Charity	Evil
97-98	Winter	Thunder	Entropy
99-100	Wisdom	Madness	Knowledge

*A Different Object or Race.

CREATING YOUR OWN PORTFOLIOS

While this book seeks to cover as many portfolios as possible it is inevitable that it could never cover every aspect of reality. Some campaigns may require more focused, specific versions of existing templates. Others may simply want to understand the thinking behind the mechanics to tinker with the existing templates but still seek to maintain balance. Either way, the following text and table outline how to create your own portfolios.

EFFECTIVE CLASS LEVEL/CHALLENGE RATING

Each portfolio is roughly equivalent to +0.5 ECL per point of divine rank.

e.g. Each portfolio belonging to a quasi-deity (divine rank 4) is worth about +2 ECL. Whereas for a greater deity (divine rank 16) they would be worth roughly +8 ECL.

NB. This is already factored into the CR/ECL given for the divinity templates in Chapter 2.

However, the powers given to the portfolio templates are worth roughly +0.75 ECL per divine rank. The reason for this is to subsequently balance the weaknesses -0.25 ECL per divine rank.

e.g. A portfolio template at the greater deity stage should contain about +12 ECL worth of powers and -4 ECL worth of weaknesses.

It's worth remembering at this stage that a single divine ability is worth roughly +1 ECL.

TABLE 3-2: PROJECTED PORTFOLIO POWER

Divine Status	ECL Increase	ECL Decrease	Final Portfolio ECL
Disciple	0.75	-0.25	+0.5
Prophet	1.5	-0.5	+1
Hero-deity	2.25	-0.75	+1.5
Quasi-deity	3	-1	+2
Demi-deity	4.5	-1.5	+3
Lesser Deity	6	-2	+4
Intermediate Deity	8	-3	+5
Greater Deity	12	-4	+8
Elder One	16	-6	+10
Old One	24	-8	+16
First One	72*	-24*	+48

*Double portfolios only

Table 3-3 outlines the projected power of a portfolio and its weaknesses. However, it would be impossible to stay true to those exacting standards when creating a template, therefore Table 3-4 has a more practical

TABLE 3-3: ACTUAL PORTFOLIO POWER

Divine Status	Single Portfolio Powers	Equivalent in Divine Abilities	Double Portfolio Powers	Equivalent in Divine Abilities
Disciple	[Portfolio] Spell-like Abilities Secrets of the [Portfolio]	1 Divine Ability	[Portfolio] Spell-like Abilities [Portfolio] Providence	+1 Divine Ability
Prophet	[Portfolio] Ward	1 Divine Ability	[Portfolio] Mirror	+1 Divine Ability
Hero-deity	[Portfolio] Born	1 Divine Ability	Champion of [Portfolio]	+1 Divine Ability
Quasi-deity	[Portfolio] Brethren	1 Divine Ability	Children of [Portfolio]	+1 Divine Ability
Demi-deity	Instrument of [Portfolio]	1 Divine Ability	Embodiment of [Portfolio]	+1 Divine Ability
Lesser Deity	Gift of [Portfolio]	3 Divine Abilities	Rapture of [Portfolio]	+3 Divine Abilities
Intermediate Deity	Greater Gift of [Portfolio]	3 Divine Abilities	Greater Rapture of [Portfolio]	+3 Divine Abilities
Greater Deity	Heart of [Portfolio]	1 Divine Ability	[Portfolio] Soul	+1 Divine Ability
Elder One	[Portfolio] Messiah	1 Cosmic Ability	Lord of [Portfolio]	+1 Cosmic Ability
Old One	Symbol of [Portfolio]	1 Cosmic Ability	Architect of [Portfolio]	+1 Cosmic Ability
First One	n/a	n/a	[Portfolio] Incarnate	+1 Transcendental Ability

breakdown of portfolio powers in terms of divine abilities. Basically each portfolio should grant the equivalent amount of divine abilities:

- **Disciple to Quasi-deity:** +1 divine ability per divine status
- **Demi-deity to Greater Deity:** +2 divine abilities per divine status
- **Elder One to Old One:** +1 cosmic ability per divine status
- **First One:** +1 transcendental ability (double portfolio only)

e.g. A single portfolio for a greater god would be the equivalent of 12 divine abilities.

NB. On Table 3-4, the lesser deities and intermediate deities gain 3 divine abilities while demi-deities and greater deities gain only 1. This is to better fit in an [Effect] based ability (see page 118-119 for more details on these).

WEAKNESSES

Portfolios do not just add powers for free, they come at a price. The portfolio may make an immortal strong in certain areas but tapping one aspect of reality weakens the bonds to others. These weaknesses manifest as divine handicaps.

As per Table 3-3, Immortals gain weaknesses at a ratio of about 1:3 divine abilities granted by the portfolio.

e.g. A single portfolio for a greater god would bestow 12 divine abilities, but also 4 weaknesses.

TYPES OF WEAKNESSES

There are five primary types of weaknesses:

- **Ability Score:** The immortal suffers a penalty equal to their divine rank (or twice that for double portfolios) to that ability score.
- **Cosmic:** The sidereal loses its cosmic string defence against a certain type of attack or creature, as determined by its opposed portfolio..
- **Environment:** The immortal suffers a penalty on all rolls equal to their divine rank (or twice that for double portfolios) while within a hostile environment. Usually this environment is determined by the opposed portfolio.
- **Resistance/Immunity:** This either reduces the effectiveness (single portfolio) or prevents (double portfolio) the immortal from benefiting from some type of magical boon, such as: magical strength increases (from spells or items), magical healing, magical travel etc.
- **Vulnerability:** The immortal suffers 50% (single portfolio) or 100% (double portfolio) more damage from one type of attack.

NAMING PORTFOLIO POWERS

The exact nomenclature may differ between portfolios but the meaning usually remains the same.

e.g. One portfolio power might be Secrets of the Flame while the same ability for another portfolio could be under the title Mysteries of Magic.

PORTFOLIO DESCRIPTIONS

[PORTFOLIO NAME]

Aspects: Lists any secondary aspects of the portfolio.

Opposed Portfolio: The antithesis of all that your portfolio stands for.

Examples: Names of some mythological deities with that portfolio.

Favored Animal: Suggested animal, associated with immortals of that portfolio.

Favored Class: The class best exemplified and promoted by the immortal.

Favored Place: Suggested 'holy' place for immortals of that portfolio.

Favored Sacrifice: Suggested favorite sacrifice for immortals of that portfolio.

Favored Time: Suggested 'holy' day for immortals of that portfolio.

Favored Weapon: Suggested favored weapon for immortals of that portfolio.

Portfolio Trial: Brief adventure idea.

Prerequisites: Any facets a being needs to meet before they can gain this portfolio.

Symbol: Suggestion 'holy' symbol for immortals of that portfolio. Usually the holy symbol is a combination of both portfolios.

e.g. The symbol for a God of Fire and War might well be a flaming weapon.

Typical Quote: Something the immortal might say.

REALM

Gives a brief description of what effect the portfolio will have with regards shaping an immortal's divine realm. Remember to also take into account not only a deity's second portfolio as well (and combine them) but also the alignment of the immortal as well.

e.g. The layer of a chaotic evil immortal with the winter portfolio could be an extremely harsh, unforgiving polar wilderness. While the layer of a lawful good of winter could be a more picturesque winter wonderland.

Hazards: Lists any potential problems visitors to these realms may face.

Inhabitants: Outlines which types of creatures are attracted to these realms.

[PORTFOLIO NAME] DOMAIN

Granted Power: Description of the domains granted power.

Spells: Brief description of the typical domain spells (you can choose different spells for the domain spell list, but once determined they cannot be changed).

[PORTFOLIO NAME] TEMPLATE (SINGLE)

Appearance: How does the immortal's manifestation physically change when it gains this portfolio.

Demeanor: How does the immortal's behaviour and personality change when it gains this portfolio.

POWERS

Disciple - Spell-like Abilities: As a standard action, you can use any [Portfolio] domain spell as a spell-like ability, provided the spell level is no greater than $\frac{1}{2}$ the deity's hit die (round fractions **up**).

e.g. A Prophet (11th-level Bard) could use up to 6th-level domain spells at will.

The deity's effective caster level is equal to the deity's hit die + the deity's divine rank. The saving throw DC for such abilities is 10 + the spell level

+ Charisma bonus + divine rank.

Prophet - Abjuration/Immunity: An immunity can only be trumped by a being with the opposed portfolio and a higher divine rank.

e.g. A demi-deity with the community portfolio could be teleported by an immortal with the travel portfolio who was a lesser deity or better.

Hero-deity - Competence/Divination: A competence bonus equal to the immortal's divine rank, often to attack rolls, damage rolls and armor class, typically gained while within a specific environment.

Quasi-deity - Conjunction/Summoning: Often the augmentation of certain creature types.

Demi-deity - Trumping: The ability to partially (50%) trump (overcome) an immunity.

Lesser Deity - Evocation: An [Effect] based ability, gained at the Superior [Effect] level of power.

Intermediate Deity - Evocation: The same [Effect] (as above) but increased to the Uncanny [Effect] Mastery level.

Greater Deity - Healing: Usually regeneration equal to $\frac{1}{2}$ the immortal's hit die within a certain environment.

Elder One - Cosmic: A variable cosmic power although often an ability which prevents beings in some way linked to your portfolio from causing you harm either directly or indirectly.

Old One - Cosmic: Usually the ability that prevents spells from your opposed portfolio working within your divine aura.

[PORTFOLIO NAME] TEMPLATE (DOUBLE)

Appearance: How does the immortal's manifestation change when it gains this double-portfolio.

Demeanor: How does the immortal's behaviour change when it gains this double-portfolio.

POWERS

Those with double portfolios gain all the powers of single portfolios with the following additions/changes:

Disciple - Spell-like Abilities: As per the single portfolio, except the immortal can cast two spells per round, one as a swift action and one as a standard action.

Prophet - Abjuration: Typically allows the immortal to reflect a certain type of attack within the radius of their divine aura.

Hero-deity - Competence/Divination: A doubling of the competence bonus gained in the single portfolio.

Quasi-deity - Conjunction/Summoning: Usually a doubling or extension of the same power gained with the single portfolio.

Demi-deity - Trumping: The ability to completely ignore an immunity.

Lesser Deity - Evocation: As per the single portfolio, except the immortal is treated as if having twice as many hit die for the purposes of determining the [Effect].

Intermediate Deity - Evocation: As per the single portfolio, except the immortal is treated as if having twice as many hit die for the purposes of determining the [Effect].

Greater Deity - Healing: Usually regeneration equal to the immortal's hit die within a certain environment.

Elder One - Cosmic: Often the ability to automatically dominate (no save) creatures of a certain alignment, type or other criteria based on your portfolio, while they are within the radius of your divine aura.

Old One - Cosmic: A cosmic ability with links to the portfolio.

First One - Transcendental: The ability to transcend the portfolio altogether in some manner.

WEAKNESSES

In tandem with the many powers gained by deities, they also gain a handful of weaknesses. These weakness cannot be circumvented without giving up the portfolio itself.

ARTS (EXAMPLE MUSIC)

Aspects: Bards, Dance, Drama, Frivolity, Music, Theater.
Opposed Portfolio: Crafts (The necessity of craft contradicts the frivolity of the arts).
Examples: Apollo (Greek)
Favored Animal: Songbirds (natural)
Favored Class: Bard
Favored Place: Theater
Favored Sacrifice: Compositions (in this case music)
Favored Time: First day of Summer (Beltane)
Favored Weapon: Rapier
Portfolio Trial: You must compose a piece of music that will inspire.
Prerequisites: Any non-lawful alignment
Symbol: Instrument
Typical Quote: "If music be the food of love, let's play!", "Music is the wine that fills the cup of silence."

MUSIC DOMAIN

Granted Powers: You cast sound-based spells at +1 caster level.
1 Ventriloquism: One creature of 5HD or less flees for 1d4 rounds.
2 Hideous Laughter: Subject loses actions for 1 round/level.
3 Clairaudience/Clairvoyance: Hear/see at range for 1 min./level.
4 Shout: Deafens all within cone and deals 5d6 sonic damage.
5 Song of Discord: Forces targets to attack each other.
6 Irresistible Dance: Forces subjects to dance.
7 Word of Chaos: Kills, confuses, stuns or deafens non-chaotic subjects.
8 Shout, Greater: Devastating yell deals 10d6 sonic damage, stuns creatures, damages objects.
9 Dominate Monster: As *dominate person*, but any creature.

TABLE 3-4: (SINGLE) ARTS/MUSIC PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Weapon Vulnerability</i>	Use any music domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) to wisdom</i> <i>You take 50% extra damage from manufactured weapons</i>	Standard Always Active Always Active
Prophet	Sonic Immunity	You are immune to sonic based attacks	Always Active
Hero-deity	Sonic Competence	Competence bonus (equal to divine rank) on bardic music DCs, as well as caster level and spell DCs for sonic based attacks	Always Active
Quasi-deity	Improved Summoning (Sonic)	Sonic based creatures summoned have 50% more HD	Always Active
Demi-deity	Divine Music	50% of sonic damage you deal is treated as divine damage	Always Active
Lesser Deity	Superior Sonic [Effect]	Assault your enemies with sonic attacks	Variable
Intermediate Deity	Uncanny Sonic Mastery	Assault your enemies with sonic attacks	Variable
Greater Deity	Sonic Absorption	Sonic damage heals you	Always Active
Elder One	Sonic Messiah <i>Cosmic Imperfection (Craft)</i>	Sonic creatures of a lower divine rank cannot harm you <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Craft Pariah	Manufactured items cease to function in your divine realm	Always Active

TABLE 3-5: DOUBLE ARTS/MUSIC PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Weapon Vulnerability</i>	Use two music domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) to wisdom</i> <i>You take 50% extra damage from manufactured weapons</i>	Standard + Swift Always Active Always Active
Prophet	Sonic Reflection	You can reflect any sonic attack within your divine aura/realm	Free
Hero-deity	Sonic Competence	Competence bonus (equal to double divine rank) on bardic music DCs, as well as caster level and spell DCs for sonic based attacks	Always Active
Quasi-deity	Perfect Summoning (Sonic)	Sonic based creatures summoned have 200% more HD	Always Active
Demi-deity	Perfect Divine Music	All of your sonic damage is treated as divine damage	Always Active
Lesser Deity	Superior Sonic [Effect] (+50%)	Assault your enemies with sonic attacks	Variable
Intermediate Deity	Uncanny Sonic Mastery (+50%)	Assault your enemies with sonic attacks	Variable
Greater Deity	Improved Sonic Absorption	Use single source of sonic damage to give hit point boost	Always Active
Elder One	Cosmic Echo <i>Cosmic Imperfection (Craft)</i>	Targets must make two successful saves instead of one <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Replicate	You can mimic any ability used against you that day	Variable
First One	Music of the Spheres	Your music can affect everyone on an entire planet/planar layer	Always Active

REALM

These realms shape themselves to great stages or auditoriums, often with multiple illusionary realities (like curtains) covering the true nature of the place. Many art styles could be accommodated for, with the immortals secondary portfolio being a profound influence.

Hazards: Aside from the inhabitants who will vie for visitors' attentions, sometimes to a distracting degree, potential hazards can include becoming charmed, dazed or otherwise captivated by what you see.

Inhabitants: Those of artistic bent will be drawn to this, the greatest stage of all. Expect bards and musical or sonic creatures to be encountered herein.

MUSIC TEMPLATE (SINGLE PORTFOLIO)

Appearance: Not an appearance change as such, but an immortal with this portfolio gains its own theme music which can be heard by all those within the radius of its divine aura. The immortal can choose the type of music to be heard and the volume, from whisper to almost deafening, but cannot quell the sound altogether (the deity's divine bonus becomes instead a divine penalty for Move Silently checks). The tempo of the music can change dependant upon the events taking place.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: There is a musical aspect to the way the immortal communicates.

MUSIC TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the music is much grander and epic in scale.

Demeanor: The immortal communicates as if the whole world is a stage and it is part of some grand opera.

CHAOS

Aspects: Anarchy, Change, Discord, Freedom
Opposed Portfolio: Law
Examples: Eris (Greek)
Favored Animal: Shapechanging animal (supernatural)
Favored Class: Variable, but often Barbarian
Favored Place: Variable (possibly an area)
Favored Sacrifice: Variable
Favored Time: Variable
Favored Weapon: Flail
Portfolio Trial: You must free the inmates of an asylum or prison.
Prerequisites: Any chaotic alignment
Symbol: Eight arrows of a radial pattern
Typical Quote: "Anarchy is not the law, just a good idea!"

CHAOS DOMAIN

Domain Power: You cast chaos spells at +1 caster level.

- Protection from Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
- Shatter:** Sonic vibration damages objects or crystalline creatures.
- Magic Circle against Law:** As *protection* spells, but 10 ft. radius and 10 min./level.
- Chaos Hammer:** Damages and staggers lawful creatures.
- Dispel Law:** +4 bonus against attacks by lawful creatures.
- Animate Objects:** Objects attack your foes.
- Word of Chaos:** Kills, *confuses*, stuns or deafens non-chaotic subjects.
- Cloak of Chaos:** +4 to AC, +4 resistance, SR 25 against lawful spells.
- Summon Monster IX:** Calls extraplanar creatures to fight for you.

TABLE 3-6: (SINGLE) CHAOS PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Lawful)</i>	Use any chaos domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while within a Lawful aligned environment</i>	Standard Always Active
	<i>Axiomatic Vulnerability</i>	<i>Suffer 50% extra damage from lawful aligned attacks and spells</i>	Always Active
Prophet	Transmutation Immunity	You are immune to transmutation based attacks	Always Active
Hero-deity	Scion of Chaos	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class within a chaos aligned locale	Always Active
Quasi-deity	Improved Summoning (Chaos)	Chaos aligned creatures summoned have 50% more HD	Always Active
Demi-deity	Greater Taint of Chaos	Healing 50% effect vs. your attacks except in lawful aligned locale	Always Active
Lesser Deity	Superior Anarchic [Effect]	Assault your enemies with anarchic attacks	Variable
Intermediate Deity	Uncanny Anarchic Mastery	Assault your enemies with anarchic attacks	Variable
Greater Deity	Anarchic Regeneration	Gain regeneration equal to 1/2 HD within chaos aligned locale	Always Active
Elder One	Anarchic Messiah <i>Cosmic Imperfection (Lawful)</i>	Chaos creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Axiomatic Pariah	Lawful aligned spells/effects cease to function in your divine realm	Always Active

TABLE 3-7: DOUBLE CHAOS PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Lawful)</i>	Use two chaos domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while within a Lawful aligned environment</i>	Standard + Swift Always Active
	<i>Axiomatic Vulnerability</i>	<i>Suffer 100% extra damage from lawful aligned attacks and spells</i>	Always Active
Prophet	Transmutation Reflection	Reflect any transmutation attack within your divine aura/realm	Free
Hero-deity	Greater Scion of Chaos	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class within a chaos tainted locale	Always Active
Quasi-deity	Perfect Summoning (Chaos)	Chaos aligned creatures summoned have 200% more HD	Always Active
Demi-deity	Greater Taint of Chaos	Healing 25% effect vs. your attacks except in lawful aligned locale	Always Active
Lesser Deity	Superior Anarchic [Effect] (+50%)	Assault your enemies with anarchic attacks	Variable
Intermediate Deity	Uncanny Anarchic Mastery (+50%)	Assault your enemies with anarchic attacks	Variable
Greater Deity	Improved Anarchic Regeneration	Gain regeneration equal to your HD within chaos tainted locale	Always Active
Elder One	Martyrdom <i>Cosmic Imperfection (Lawful)</i>	An ally in your divine aura takes half of all damage dealt to you <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Anarchic Affiliation	Treat any chaos aligned plane (or area) as your home plane	Always Active
First One	Edification	Change alignment of targets within your divine aura (no save)	Always Active

REALM

These realms change and reshape themselves at irregular intervals. Solid matter changing its state to fluid, gaseous or incandescent and then reverting to solid but in a different shape.

Hazards: The shifting nature of the landscape can be a problem for non-natives. Frequent restructuring of the land can seem akin to earthquakes and rock to mud spells.

Inhabitants: Creatures of chaos, such as brood, and potentially pseudonatural creatures will be drawn to the chaos of these places.

CHAOS TEMPLATE (SINGLE PORTFOLIO)

Appearance: Part of the immortal's manifestation does not fit with the rest. Usually however, it is dependant on the second portfolio.

e.g. An immortal with the Chaos and Magic portfolios may only have its eyes different. Whereas one with the Chaos and Strength portfolios may have a human body but inhuman scaly arms.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal's behavior is occasionally random and unpredictable.

CHAOS TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortals appearance is even more bizarre and changes every time you look at them.

Demeanor: The immortals behaviour is totally unpredictable.

CHARITY

Aspects: Communism, Generosity, Kindness, Mercy, Monks.

Opposed Portfolio: Wealth

Examples: Kuan Yin (Chinese)

Favored Animal: Dog (natural)

Favored Class: Cleric, Paladin

Favored Place: Any

Favored Sacrifice: Anything

Favored Time: Spring Equinox

Favored Weapon: Sling

Portfolio Trial: You must give away half (single portfolio) or all (double portfolio) your equipment/wealth.

Prerequisites: Any non-evil alignment, wealth limits (see below).

Symbol: Cupped hands.

Typical Quote: "Charity sees the need, not the cause."

CHARITY DOMAIN

Granted Power: You cast magical boons upon others at +2 caster level.

- 1 **Bless:** Allies gain +1 on attack rolls and saves against fear.
- 2 **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
- 3 **Prayer:** Allies +1 bonus on most rolls, enemies -1.
- 4 **Imbue with Spell Ability:** Transfers spells to subject.
- 5 **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.
- 6 **Heroes Feast:** Food for one creature/level cures and grants combat bonuses.

7 **Limited Wish:** Alters reality - within spell limits.

8 **Heal:** Cures 10 points/level of damage, all diseases and mental conditions.

9 **Wish:** As *limited wish*, but with fewer limits.

REALM

You create a realm where worldly possessions are shared amongst the masses, akin to the communist ideal.

Hazards: Those overburdened (GM's choice) with wealth or magic items may have their belongings disappear and redistributed amongst the natives. This will never remove an immortal's artifacts, but possibly epic or lesser items could simply vanish.

Inhabitants: Those overtly generous souls may find their way here.

CHARITY TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation is dressed in very simple unassuming clothes.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal is self-effacing, generous and humble.

CHARITY TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is dressed like a beggar, assuming they are even clothed at all.

Demeanor: The immortal is self-effacing, generous and humble, even when pushed to the extreme limits of their patience.

TABLE 3-8: (SINGLE) CHARITY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Aversion to Selfishness</i> <i>Sheep's Strength</i> <i>Silver/Gold Vulnerability</i>	Use any charity domain spell as spell-like ability <i>Spells you cast upon yourself only function at 50% effectiveness</i> <i>Competence penalty to strength equal to your divine rank</i> <i>Weapons made from precious metals inflict 50% more damage</i>	Standard <i>Always Active</i> <i>Always Active</i> <i>Always Active</i>
Prophet	Divine Champion	You can borrow divine abilities from other (willing) immortals of a number up to your divine rank	Free
Hero-deity	Scion of Charity	Competence bonus on attack rolls, damage rolls and armor class equal to your divine rank when you carry no equipment/wealth	Always Active
Quasi-deity	Vanguard Summons	Summoned creatures can use your saving throws	Always Active
Demi-deity	Embodiment of Charity	Spells you cast upon others are twice as effective	Always Active
Lesser Deity	Superior Iatric [Effect]	Bless your allies with healing energy	Variable
Intermediate Deity	Uncanny Iatric Mastery	Bless your allies with healing energy	Variable
Greater Deity	Generous Soul	Magical boons 100% more effective when cast upon you by an ally	Always Active
Elder One	Helping Hand <i>Cosmic Imperfection (Greed)</i>	Make beneficial touch spells at any range within your divine aura <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Pariah of Greed	Spells/effects cast upon yourself cease to function in your realm	Always Active

TABLE 3-9: DOUBLE CHARITY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Aversion to Selfishness</i> <i>Sheep's Strength</i> <i>Silver/Gold Vulnerability</i>	Use two charity domain spells as spell-like abilities each round <i>Spells you cast upon yourself only function at 25% effectiveness</i> <i>Competence penalty to strength equal to double your divine rank</i> <i>Weapons made from precious metals inflict 100% more damage</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i> <i>Always Active</i>
Prophet	Divine Custodian	You can borrow ability scores from other (willing) beings with their score temporarily replacing yours	Free
Hero-deity	Greater Scion of Charity	Competence bonus on attack rolls, damage rolls and armor class equal to double your divine rank when you carry no equipment/wealth	Always Active
Quasi-deity	Spellshielded Summons	Summoned creatures can use your spell resistance	Always Active
Demi-deity	Embodiment of Charity	Spells you cast upon others are 200% more effective	Always Active
Lesser Deity	Superior Iatric [Effect] (x2 HD)	Bless your allies with healing energy	Variable
Intermediate Deity	Uncanny Iatric Mastery (x2 HD)	Bless your allies with healing energy	Variable
Greater Deity	Generous Soul	Magical boons 200% more effective when cast upon you by an ally	Always Active
Elder One	Helping Hands <i>Cosmic Imperfection (Greed)</i>	Allies can make beneficial touch spells at any range within your divine aura <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Lord of Perfection	You gain the Paragon template but must give away all your wealth	n/a
First One	Supremacy	You gain a divine bonus equal to that of one enemy within your aura	Free

COMMUNITY

Aspects: City, Family, Homes, Marriage, Populace

Opposed Portfolio: Travel

Examples: Hestia (Greek), Marduk (Mesopotamian)

Favored Animal: Dog (natural)

Favored Class: Expert

Favored Place: City, Town, Village

Favored Sacrifice: Building, House

Favored Time: First day of Autumn (Lammas)

Favored Weapon: Club

Portfolio Trial: You must defend a community against overwhelming odds.

Prerequisites: Any non-chaotic alignment

Symbol: Building, Fireplace

Typical Quote: "Without a sense of caring, there can be no sense of community!"

COMMUNITY DOMAIN

Granted Power: Use calm emotions as a spell-like ability 1/day.

1 **Bless:** Allies gain +1 on attack rolls and saves against fear.

2 **Status:** Monitors condition, position of allies.

3 **Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.

4 **Imbue with Spell Ability:** Transfers spells to subject.

5 **Telepathic Bond:** Link lets allies communicate.

6 **Heroes' Feast:** Food for 1 creature/level cures and grants combat bonuses.

7 **Magnificent Mansion:** Door leads to extradimensional mansion.

8 **Sympathy:** Object or location attracts certain creatures.

9 **Prismatic Sphere:** As *prismatic wall* but surrounds on all sides.

REALM

These realms are always great metropolitan cities.

Hazards: The natives here have a strong community spirit. A threat to one is a threat to all.

Inhabitants: Those creatures who work better as part of a team or in large groups will find there way here.

COMMUNITY TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's garb or manifestation usually adopts a coat of arms, colors, or some other symbol identifying them with the community they protect, but otherwise appear to be one of the crowd.

NB. When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: The immortal is always keen to stress the benefit of teamwork in any situation.

COMMUNITY TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio.

Demeanor: The immortal on feels comfortable when operating as part of a collective.

TABLE 3-10: (SINGLE) COMMUNITY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Aversion to Loneliness</i> <i>Travel Sickness</i>	Use any community domain spell as spell-like ability <i>Competence penalty to on all rolls equal to your divine rank when you have no allies within your divine aura</i> <i>Competence penalty to constitution equal to your divine rank for 1 day when you engage in magical travel</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Dimensionally Anchored	You can only be magically transported by higher level spellcasters	Always Active
Hero-deity	Strength in Numbers	Competence bonus on attack rolls, damage rolls and armor class equal to your divine rank when you have allies within your divine aura	Always Active
Quasi-deity	Doubled Summoning	You always summon twice as many creatures as the spell allows	Always Active
Demi-deity	Guarded Summoning	Your summoned allies 50% chance to avoid banishment	Always Active
Lesser Deity	Superior Divine [Effect]	Punish enemies with divine energy	Variable
Intermediate Deity	Uncanny Divine Mastery	Punish enemies with divine energy	Variable
Greater Deity	Community Spirit	Regeneration equal to half your HD while allies within your aura	Always Active
Elder One	Gestalt <i>Cosmic Imperfection (Travel)</i>	Bond with multiple allies pooling all their resources into one being <i>One artifact in the universe can defeat your cosmic string ability</i>	Full Round <i>Always Active</i>
Old One	Pariah of Travel	Magical travel ceases to function in your realm	Always Active

TABLE 3-11: DOUBLE COMMUNITY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Aversion to Loneliness</i> <i>Travel Sickness</i>	Use two community domain spells as spell-like abilities each round <i>Competence penalty to on all rolls equal to double your divine rank when you have no allies within your divine aura</i> <i>Competence penalty to constitution equal to double your divine rank for 1 week when you engage in magical travel</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Dimensionally Locked	You cannot be magically transported by spellcasters of any level	Always Active
Hero-deity	Strength in Numbers	Competence bonus on attack rolls, damage rolls and armor class equal to double your divine rank when you have allies within your divine aura	Always Active
Quasi-deity	Tripled Summoning	You always summon three times as many creatures as allowed	Always Active
Demi-deity	Guarded Summoning	Your summoned allies cannot be banished	Always Active
Lesser Deity	Superior Divine [Effect] (x2 HD)	Punish enemies with divine energy	Variable
Intermediate Deity	Uncanny Divine Mastery (x2 HD)	Punish enemies with divine energy	Variable
Greater Deity	Community Spirit	Gain regeneration equal to your HD while allies within your aura	Always Active
Elder One	Legion <i>Cosmic Imperfection (Travel)</i>	Split your manifestation into ten avatar forms <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Full Round <i>Always Active</i>
Old One	Credit to Society	Boons cast upon you affect all allies within your divine aura	Always Active
First One	Multidimensional	You gain a second manifestation	n/a

CRAFTS (EXAMPLE: METALWORKING)

Aspects: Artifice, Metalworking, Smithing, Workmanship
Opposed Portfolio: Arts
Examples: Goibhnie (Celtic), Hephaestus (Greek), Tvashtri (Indian).
Favored Animal: Bull (natural), Gorgon (unnatural)
Favored Class: Expert
Favored Place: Forge, Workshop
Favored Sacrifice: Magic Arms and Armor (made of metal)
Favored Time: First day of Autumn (Lammas)
Favored Weapon: Hammer
Portfolio Trial: You must craft something that will change the world.
Prerequisites: None
Symbol: Anvil
Typical Quote: "Criticism comes easier than craftsmanship."

METALWORKING DOMAIN

Granted Power: -

- 1 **Mage Armor:** Gives subject +4 armor bonus.
- 2 **Heat Metal:** Make metal so hot it damages those who touch it.
- 3 **Magic Weapon, Greater:** +1/four levels (max +5).
- 4 **Rusting Grasp:** Your touch corrodes iron and alloys.
- 5 **Wall of Iron:** 30 hp/four levels; can topple onto foes.
- 6 **Blade Barrier:** Wall of blades deals 1d6/level damage.
- 7 **Major Creation:** As *minor creation*, plus stone and metal.
- 8 **Iron Body:** Your body becomes living iron.
- 9 **Disjunction:** Disperses magic, disenchant magic items.

REALM

You craft a realm of metal, akin to some sort of industrial complex or great machine.

Hazards: Great cogs and pistons can be potential hazards for those traversing these realms.

Inhabitants: Metal golems and half-golems are drawn to these realms.

METALWORKING TEMPLATE (SINGLE PORTFOLIO)

Appearance: Part of the immortals manifestation is made from metal, or metal clad.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: Unless the conversation revolves around the job at hand, then these immortals become easily distracted.

METALWORKING TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's entire manifestation is either made from metal or clad from head to toe in metal..

Demeanor: It is very difficult to convince these immortals to leave their workshops. They are usually just too preoccupied with what they are making.

TABLE 3-12: (SINGLE) CRAFT/METALWORKING PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Pig's Splendor</i> <i>Rust Vulnerability</i>	Use any craft domain spell as spell-like ability <i>Competence penalty to charisma equal to your divine rank</i> <i>You suffer 50% extra damage from rust based attacks</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Iron Guard	You are immune to manufactured metal weapons with an enhancement bonus of less than your divine rank	<i>Always Active</i>
Hero-deity	Scion of Craft	Treat as if one ECL higher per divine rank for the purposes of determining the value of artifacts/equipment you craft	<i>Always Active</i>
Quasi-deity	Improved Summoning (Construct)	Constructs created/summoned have 50% more HD	<i>Always Active</i>
Demi-deity	Weakest Link	Ignore manufactured metal armour/shields with an enhancement bonus of less than your divine rank	<i>Always Active</i>
Lesser Deity	Superior Rusting [Effect]	Destroy an opponent's metal equipment	Variable
Intermediate Deity	Uncanny Rusting Mastery	Destroy an opponent's metal equipment	Variable
Greater Deity	Iron Body	Damage reduction +10/-, Dex -5, natural armor +10 and Str +26	<i>Always Active</i>
Elder One	Aegis of Iron <i>Cosmic Imperfection (Arts)</i>	You cannot be harmed by metal constructs or weapons of any power <i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Pariah of the Arts	Enchantment spells/effects cease to function in your realm	<i>Always Active</i>

TABLE 3-13: DOUBLE CRAFT/METALWORKING PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Pig's Splendor</i> <i>Rust Vulnerability</i>	Use two craft domain spells as spell-like abilities each round <i>Competence penalty to charisma equal to double your divine rank</i> <i>You suffer 100% extra damage from rust based attacks</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Iron Guard	You are immune to manufactured metal weapons with an enhancement bonus of less than double your divine rank	<i>Always Active</i>
Hero-deity	Greater Scion of Craft	Treat as if two ECL higher per divine rank for the purposes of determining the value of artifacts/equipment you craft	<i>Always Active</i>
Quasi-deity	Perfect Summoning (Construct)	Constructs created/summoned have 200% more HD	<i>Always Active</i>
Prophet	Weakest Link	Ignore manufactured metal armour/shields with an enhancement bonus of less than double your divine rank	<i>Always Active</i>
Lesser Deity	Superior Rusting [Effect] (x2 HD)	Destroy an opponent's metal equipment	Variable
Intermediate Deity	Uncanny Rusting Mastery (x2 HD)	Destroy an opponent's metal equipment	Variable
Greater Deity	Adamantine Body	Damage reduction +20/-, Dex -8, natural armor +20 and Str +40	<i>Always Active</i>
Elder One	Crown of Iron <i>Cosmic Imperfection (Arts)</i>	You automatically control all metal constructs within your aura <i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Talismanic Effect	Channel spells/effects through items and add its enhancement bonus to caster level or hit die to determine the results	<i>Always Active</i>
First One	Soniferous Creation	Craft items twice as powerful as you could normally create	<i>Always Active</i>

DARKNESS

Aspects: Eclipse, Night, Shadows, Twilight

Opposed Portfolio: Sun

Examples: Anshar (Celtic)

Favored Animal: Bat (natural)

Favored Class: Rogue

Favored Place: Caves, Underground

Favored Sacrifice: Beings of light

Favored Time: Winter Solstice

Favored Weapon: Spear

Portfolio Trial: You must cause an eclipse (or make people believe you have blotted out the sun).

Prerequisites: Any non-good alignment

Symbol: Eclipsed Sun

Typical Quote: "Walk while ye have the light, lest darkness come upon you."

DARKNESS DOMAIN

Granted Power: You gain blind-fight as a bonus feat.

- 1 **Obscuring Mist:** Fog surrounds you.
- 2 **Blindness/Deafness:** Makes subject blinded or confused.
- 3 **Deeper Darkness:** Object sheds supernatural shadow in 60 ft. radius.
- 4 **Black Tentacles:** Tentacles grapple all within 15 ft. spread.
- 5 **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
- 6 **Shadow Walk:** Step into shadow to travel rapidly.
- 7 **Power Word Blind:** Negates magic within 10 ft.
- 8 **Create Greater Undead:** Create shadows, wraiths, spectres or

devourers.

- 9 **Power Word Kill:** As *limited wish*, but with fewer limits.

REALM

You create a wholly lightless realm.

Hazards: Those who cannot see in the dark will have severe difficulties navigating such realms. Those using magical illumination will be targeted by the natives for termination.

Inhabitants: Creatures of the night, such as many undead, are drawn to these realms.

DARKNESS TEMPLATE (SINGLE PORTFOLIO)

Appearance: Part of the immortal's manifestation is as black as night.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: These immortals are always skulking in the shadows or seeking to stay out of the limelight.

DARKNESS TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The entire immortals manifestation (and equipment if any) is as black as night.

Demeanor: Such immortals are virtually undetectable, you could have a conversation with one and think you imagined it.

TABLE 3-14: (SINGLE) DARKNESS PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities Darkest Vision <i>Hostile Environment (Sunlight)</i> <i>Positive Energy Vulnerability</i>	Use any darkness domain spell as spell-like ability You have perfect vision in darkness, even magical darkness <i>Competence penalty (equal to your divine rank) on all die rolls while within a sunlit environment</i> <i>Suffer 50% extra damage from positive energy attacks and spells</i>	Standard Always Active Always Active Always Active
Prophet	Negative Energy Immunity	You are immune to negative energy attacks and spells	Always Active
Hero-deity	Scion of Darkness	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class while shrouded in darkness	Always Active
Quasi-deity	Improved Summoning (Shadow)	Shadow creatures summoned have 50% more HD	Always Active
Demi-deity	Embodiment of Darkness	Negative Energy immunity only 50% effective against you	Always Active
Lesser Deity	Superior Negative Energy [Effect]	Assault your enemies with negative energy based attacks	Variable
Intermediate Deity	Uncanny Negative Energy Mastery	Assault your enemies with negative energy based attacks	Variable
Greater Deity	Darkness Regeneration	Regeneration equal to half your HD while shrouded in darkness	Always Active
Elder One	Dark Messiah <i>Cosmic Imperfection (Sun)</i>	Shadow creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Pariah of Light	Light based spells/effects cease to function in your divine realm	Always Active

TABLE 3-15: DOUBLE DARKNESS PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Sunlight)</i> <i>Positive Energy Vulnerability</i>	Use two darkness domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while within a sunlit environment</i> <i>Suffer 100% extra damage from positive energy attacks and spells</i>	Standard + Swift Always Active Always Active
Prophet	Cold Resistance	You gain cold resistance equal to your HD	Always Active
Hero-deity	Greater Scion of Darkness	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class while shrouded in darkness	Always Active
Quasi-deity	Perfect Summoning (Shadow)	Shadow creatures summoned have 200% more HD	Always Active
Demi-deity	Perfect Embodiment of Darkness	Negative Energy immunity only 50% effective against you	Always Active
Lesser Deity	Superior Neg. En. [Effect] (x2 HD)	Assault your enemies with negative energy based attacks	Variable
Intermediate Deity	Uncanny Neg. En. Mastery (x2 HD)	Assault your enemies with negative energy based attacks	Variable
Greater Deity	Improved Darkness Regeneration	Regeneration equal to your HD while shrouded in darkness	Always Active
Elder One	Lord of Darkness <i>Cosmic Imperfection (Sun)</i>	Dominate any shadow creatures within your divine aura/realms <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Nebulous	50% chance to avoid any attack or spell (stacks with incorporeality)	Always Active
First One	Lord of Shadows	You gain the Akalich template	n/a

DEATH

Aspects: Afterlife, Murder, Tombs

Opposed Portfolio: Fertility

Examples: Arawn (Celtic), Hades (Greek)

Favored Animal: Vulture: any carrion feeding animal (natural)

Favored Class: Cleric (also Assassin)

Favored Place: Graveyard, Mausoleum, Tomb

Favored Sacrifice: Living Creature

Favored Time: Winter Solstice

Favored Weapon: Scythe or Sickle

Portfolio Trial: You must have killed one of every type (and subtype) of creature.

Prerequisites: Any non-good alignment

Symbol: Skull, Bones.

Typical Quote: "Death comes to all...eventually."

DEATH DOMAIN

Granted Powers: You cast necromancy spells at +1 caster level.

- Cause Fear:** One creature of 5HD or less flees for 1d4 rounds.
- Death Knell:** Kill dying creature and gain 1d8 temporary hp, +2 to Str and +1 caster level..
- Animate Dead:** Creates undead skeletons and zombies.
- Death Ward:** Grants immunity to death spells and negative energy effects.
- Slay Living:** Touch attack kills subject.
- Create Undead:** Create ghouls, ghosts, mummies or morgs.
- Destruction:** Kills subject and destroys remains.
- Create Greater Undead:** Create shadows, wraiths, spectres or devourers.

- 9 **Wail of the Banshee:** Kills once/ature/level.

REALM

You create a necropolis abridging the negative energy plane.

Hazards: Those slain here are forever dead and cannot be resurrected without the permission of the resident immortal.

Inhabitants: Undead and other negative energy creatures such as nightshades are drawn to these deathly hallows. Umbrals may also frequent the darkest recesses of such realms.

DEATH TEMPLATE (SINGLE PORTFOLIO)

Appearance: Part of the immortal's manifestation appears dead or undead. Usually however, it is dependant on the second portfolio.

e.g. An immortal with the Death and Sky portfolios may only manifest skeletal wings.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The voice of such immortals carries with it a weight of finality.

DEATH TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortals entire manifestation appears dead or undead (not just part of its manifestation).

Demeanor: The grim and sullen voice of these immortals seems to echo from the end of time itself.

TABLE 3-16: (SINGLE) DEATH PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Positive Energy Vulnerability</i> <i>Sterility</i> <i>Undead</i>	Use any death domain spell as spell-like ability <i>Suffer 50% extra damage from positive energy attacks and spells</i> <i>You cannot produce offspring, even magically</i> <i>You gain the undead traits and have no constitution score</i>	Standard <i>Always Active</i> <i>Always Active</i> <i>n/a</i>
Prophet	Necromantic Immunity	You are immune to necromantic attacks and spells	Always Active
Hero-deity	Scion of Death	Competence bonus on attack rolls, damage rolls and armor class equal to your divine rank against living opponents	Always Active
Quasi-deity	Improved Summoning (Undead)	Undead created/summoned have 50% more HD	Always Active
Demi-deity	Embodiment of Death	Immunities only 50% effective against your necromantic effects	Always Active
Lesser Deity	Superior Negative Energy [Effect]	Assault your enemies with negative energy based attacks	Variable
Intermediate Deity	Uncanny Negative Energy Mastery	Assault your enemies with negative energy based attacks	Variable
Greater Deity	Negative Energy Absorption	You are healed (5 hp/level) by negative energy attacks	Always Active
Elder One	Undead Messiah <i>Cosmic Imperfection (Fertility/Life)</i>	Undead of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Pariah of Life	Resurrection spells/effects cease to function in your divine realm	Always Active

TABLE 3-17: DOUBLE DEATH PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Positive Energy Vulnerability</i> <i>Sterility</i> <i>Undead</i>	Use two death domain spells as spell-like abilities each round <i>Suffer 100% extra damage from positive energy attacks and spells</i> <i>You cannot produce offspring, even magically</i> <i>You gain the undead traits and have no constitution score</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i> <i>n/a</i>
Prophet	Cold Resistance	You gain cold resistance equal to your HD	Always Active
Hero-deity	Greater Scion of Death	Competence bonus on attack rolls, damage rolls and armor class equal to double your divine rank against living opponents	Always Active
Quasi-deity	Perfect Summoning (Undead)	Undead created/summoned have 200% more HD	Always Active
Demi-deity	Perfect Embodiment of Death	Immunities ineffective against your necromantic effects	Always Active
Lesser Deity	Superior Neg. En. [Effect] (x2 HD)	Assault your enemies with negative energy based attacks	Variable
Intermediate Deity	Uncanny Neg. En. Mastery (x2 HD)	Assault your enemies with negative energy based attacks	Variable
Greater Deity	Improved Neg. En. Absorption	Use single source of neg. energy damage to give bonus hit points	Always Active
Elder One	Lord of Death <i>Cosmic Imperfection (Fertility/Life)</i>	Dominate any undead within your divine aura/realm <i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Redivivus	Revive your opponen'ts greatest enemy to fight for you	Standard
First One	Rectify	Those you slay are treated as if never having existed	Always Active

DESTRUCTION

Aspects: Anger, Carnage, Devastation, Rage, Ruin.

Opposed Portfolio: Healing

Examples: Kali (Indian)

Favored Animal: Locust (natural)

Favored Class: Barbarian

Favored Place: Ruins

Favored Sacrifice: Any

Favored Time: Winter Solstice

Favored Weapon: Mace

Portfolio Trial: You must destroy something pivotal to society.

Prerequisites: Any non-good alignment

Symbol: Any (but will appear cracked, damaged or otherwise ruined)

Typical Quote: "A rat who gnaws at the cat's tail invites destruction."

DESTRUCTION DOMAIN

Granted Power: You can make one smite attempt/day, gaining a +4 bonus on attack rolls and a damage bonus equal to your level.

- 1 **Inflict Light Wounds:** Touch attack, 1d8 damage +1/level (max 5).
- 2 **Shatter:** Sonic vibration damages objects or crystalline creatures.
- 3 **Contagion:** Infects subject with chosen disease.
- 4 **Inflict Critical Wounds:** Touch attack, 4d8 damage +1/level (max 20).
- 5 **Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to many creatures.
- 6 **Harm:** Deals 10 points/level damage to target.
- 7 **Disintegrate:** Makes one creature or object vanish.

8 **Earthquake:** Intense tremor shakes 5-ft./level radius.

9 **Implosion:** Kills one creature/round.

REALM

You destroy the existing realm of an immortal and rule over its ruins.

Hazards: Any still standing structures will be prone to collapse should the immortal ruler so will it. Beware of collapsing walls, ceilings and floors.

Inhabitants: Any creatures of inherent brutality will be drawn to these blasted places.

DESTRUCTION TEMPLATE (SINGLE PORTFOLIO)

Appearance: Part of the immortal's manifestation is red.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal always seems on the verge of exploding and will fly into a rage with minimal provocation.

DESTRUCTION TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortals entire manifestation (and equipment, if any) is blood red.

Demeanor: The immortal has two behavior patterns: angry and VERY ANGRY!!

TABLE 3-18: (SINGLE) DESTRUCTION PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Healing Resistance</i> <i>Lemming's Wisdom</i>	Use any destruction domain spell as spell-like ability <i>You only gain 50% effect from healing effects and spells</i> <i>Competence penalty to wisdom equal to your divine rank</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Disintegration Immunity	You are immune to disintegration based spells and effects	Always Active
Hero-deity	Scion of Destruction	Competence bonus to damage equal to your divine rank	Always Active
Quasi-deity	Enraged Summoning	Those summoned gain damage bonus equal to your divine rank	Always Active
Demi-deity	Embodiment of Destruction	You ignore half an opponent's damage reduction	Always Active
Lesser Deity	Superior Force [Effect]	Assault your enemies with force based attacks	Variable
Intermediate Deity	Uncanny Force Mastery	Assault your enemies with force based attacks	Variable
Greater Deity	Wounding	For every hit you score, opponents suffer damage equal to your divine rank every subsequent round until the wound is bandaged	Always Active
Elder One	Anaretic <i>Cosmic Imperfection (Healing)</i>	Your sunder attempts disjoin items <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Pariah of Healing	Healing spells/effects cease to function in your divine realm	Always Active

TABLE 3-19: DOUBLE DESTRUCTION PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Healing Resistance</i> <i>Lemming's Wisdom</i>	Use 2 destruction domain spells as spell-like abilities each round <i>You only gain 25% effect from healing effects and spells</i> <i>Competence penalty to wisdom equal to double your divine rank</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Moderate Eradication	50% chance of scoring critical hit on targets immune to them	Always Active
Hero-deity	Greater Scion of Destruction	Competence bonus to damage equal to double your divine rank	Always Active
Quasi-deity	Enraged Summoning	Those summoned gain damage bonus equal to your divine rank x2	Always Active
Demi-deity	Perfect Embodiment of Destruction	You totally ignore an opponent's damage reduction	Always Active
Lesser Deity	Superior Force [Effect] (x2 HD)	Assault your enemies with force based attacks	Variable
Intermediate Deity	Uncanny Force Mastery (x2 HD)	Assault your enemies with force based attacks	Variable
Greater Deity	Improved Wounding	For every hit you score, opponents suffer damage equal to double your divine rank every subsequent round until the wound is bandaged	Always Active
Elder One	Heavy Eradication <i>Cosmic Imperfection (Healing)</i>	You can score critical hits on any target immune to crits <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Legendary Strength	Your strength is doubled	n/a
First One	Ultimate Weapon Specialization	You gain one attack for every 5 points of BAB	n/a

DISEASE

Aspects: Epidemics, Plague, Sickness

Opposed Portfolio: Stoicism

Examples: Lu Yueh (Chinese), Tuonetar (Finnish)

Favored Animal: Rat (natural)

Favored Class: Druid

Favored Place: Swamp

Favored Sacrifice: Disease-ridden creatures

Favored Time: Summer Solstice

Favored Weapon: Flail

Portfolio Trial: You must spread a plague

Prerequisites: Any non-good alignment, Constitution must be their lowest ability score

Symbol: Body part (although it will look discolored, disfigured and generally speaking unhealthy in some way).

e.g. A god of disease and travel may have a foot ravaged by leprosy as its symbol.

Typical Quote: "Viewed from a summit of reason, all life looks like a malignant disease."

DISEASE DOMAIN

Granted Power: You cast necromancy spells at +1 caster level.

- 1 **Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
- 2 **Inflict Moderate Wounds:** Touch attack, 1d8 damage +1/level (max +10).
- 3 **Contagion:** Affect subjects with chosen disease.
- 4 **Waves of Fatigue:** Several targets become fatigued.

TABLE 3-20: (SINGLE) DISEASE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Healing Prohibition</i>	Use any disease domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) to constitution</i> <i>Curative or healing magic only 50% effective on you</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Shield of Sickness	You are immune to disease	Always Active
Hero-deity	Scion of Sickness	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class against opponents with a lower Con. score than you	Always Active
Quasi-deity	Improved Summoning (Vermin)	Vermin summoned within your divine aura have 50% more HD	Always Active
Demi-deity	Instrument of Sickness	Immunities against your diseases only 50% effective	Always Active
Lesser Deity	Superior Diseased [Effect]	Assault your enemies with diseased attacks	Variable
Intermediate Deity	Uncanny Diseased Mastery	Assault your enemies with diseased attacks	Variable
Greater Deity	Terrifying Soul	Gain regeneration equal to 1/2 your HD as long as there are frightened opponents (or allies) within your divine aura	Always Active
Elder One	Contagious <i>Cosmic Imperfection (Wisdom)</i>	Those affected by your disease will infect any others they touch <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Degeneration	Those within your aura have their regeneration work in reverse	n/a

TABLE 3-21: DOUBLE DISEASE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Healing Prohibition</i>	Use two disease domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) to Con.</i> <i>Curative or healing magic only 75% effective on you</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Nosodic	One disease has positive effects	Always Active
Hero-deity	Greater Scion of Sickness	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class against opponents with a lower Con. score than you	Always Active
Quasi-deity	Perfect Summoning (Vermin)	Vermin summoned within your divine aura have 200% more HD	Always Active
Demi-deity	Embodiment of Sickness	Immunities against your diseases totally ineffective	Always Active
Lesser Deity	Superior Diseased [Effect] (x2 HD)	Assault your enemies with diseased attacks	Variable
Intermediate Deity	Uncanny Diseased Mastery (x2 HD)	Assault your enemies with diseased attacks	Variable
Greater Deity	Terrifying Soul	Gain regeneration equal to your HD as long as there are frightened opponents (or allies) within your divine aura	Always Active
Elder One	Lord of Terror <i>Cosmic Imperfection (Strength)</i>	Your wisdom score is tripled <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Degeneration	Those within your aura have their regeneration work in reverse	n/a
First One	Transgenic	You gain the power of whatever kills you	Always Active

- 5 **Insect Plague:** Locust swarms attack creatures
- 6 **Harm:** Deals 10 points/level damage to target.
- 7 **Waves of Exhaustion:** Several targets become exhausted.
- 8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.
- 9 **Energy Drain:** Subject gains 2d4 negative levels.

REALM

A great malady blights the entire realm with sickening winds plaguing the inhabitants. The very realm itself also seems sickened and corrupted.

Hazard: Diseases, both mundane and supernatural touch all corners of these realms. Those venturing in these realms must make a Fortitude saving throw every hour (DC 20 + 1d20) or catch a random disease.

Inhabitants: Those disease carrying monsters (such as mummies or even pit fiends) are potential natives for these places.

DISEASE TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal appears sickly and disease ridden.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal is a rasping, wheezing, coughing voice and the unnerving habit of being a 'close-talker'.

DISEASE TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation looks even more hideously ravaged by the plague.

Demeanor: The immortal coughs, wheezes and vomits to such an extent that it appears on the verge of death.

ENTROPY

Aspects: Despair, Emptiness, Nothingness, Suicide
Opposed Portfolio: Time
Examples: Ixtab (Mayan)
Favored Animal: Lemming (natural), Banshee (unnatural)
Favored Class: Wizard
Favored Place: Chasm, Well, a hole in the ground.
Favored Sacrifice: Yourself
Favored Time: Winter Solstice
Favored Weapon: Unarmed attacks
Portfolio Trial: Without resorting to force or magic you must drive someone to suicide.
Prerequisites: Neutral evil alignment
Symbol: Hollow/Outline (single portfolio), No symbol (double portfolio).
Typical Quote: None, usually silent.

ENTROPY DOMAIN

- Granted Power:** You cast necromancy spells at +1 caster level.
- Entropic Shield:** Ranged attacks have a 20% miss chance.
 - Invisibility:** Subject becomes invisible for 1 min./level until it attacks.
 - Slow:** One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.
 - Enervation:** Subject gains 1d4 negative levels.
 - Waves of Fatigue:** Several targets become fatigued.
 - Anti-life Shell:** 10-ft. field hedges out living creatures.
 - Waves of Exhaustion:** Several targets become exhausted.
 - Horrid Wilting:** Deals 1d6/level damage within 30 ft.
 - Wail of the Banshee:** Kills one creature/level.

TABLE 3-22: (SINGLE) ENTROPY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sloth's Grace</i> <i>Temporal Vulnerability</i>	Use any entropy domain spell as spell-like ability <i>Competence penalty to dexterity equal to your divine rank</i> <i>Temporal spells and effects are 50% more effective on you</i>	Standard Always Active Always Active
Prophet	Necromantic Immunity	You are immune to necromantic attacks and spells	Always Active
Hero-deity	Scion of the Void	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class while in a vacuum	Always Active
Quasi-deity	Improved Banishing	Undead created/summoned have 50% more HD	Always Active
Demi-deity	Embodiment of Death	Immunities only 50% effective against your necromantic effects	Always Active
Lesser Deity	Superior Negative Energy [Effect]	Assault your enemies with negative energy based attacks	Variable
Intermediate Deity	Uncanny Negative Energy Mastery	Assault your enemies with negative energy based attacks	Variable
Greater Deity	Void Soul	Gain regeneration equal to half your HD within a vacuum	Always Active
Elder One	Nebulous <i>Cosmic Imperfection (Fertility/Life)</i>	50% chance to avoid any attack or spell (stacks with incorporeality) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Pariah of Time	Temporal spells/effects cease to function in your divine realm	Always Active

TABLE 3-23: DOUBLE ENTROPY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sloth's Grace</i> <i>Temporal Vulnerability</i>	Use two entropy domain spells as spell-like abilities each round <i>Competence penalty to dexterity equal to your divine rank</i> <i>Temporal spells and effects are 100% more effective on you</i>	Standard + Swift Always Active Always Active
Prophet	Cold Resistance	You gain cold resistance equal to your HD	Always Active
Hero-deity	Greater Scion of the Void	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class while in a vacuum	Always Active
Quasi-deity	Perfect Banishing	Summoned creatures in your divine aura automatically banished	Always Active
Demi-deity	Perfect Embodiment of Entropy	Immunities ineffective against your necromantic effects	Always Active
Lesser Deity	Superior Neg. En. [Effect] (x2 HD)	Assault your enemies with negative energy based attacks	Variable
Intermediate Deity	Uncanny Neg. En. Mastery (x2 HD)	Assault your enemies with negative energy based attacks	Variable
Greater Deity	Void Soul	Gain regeneration equal to your HD within a vacuum	Always Active
Elder One	Lord of Death <i>Cosmic Imperfection (Fertility/Life)</i>	Dominate any undead within your divine aura/realm <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Abrogate	Nullify an opponent's greatest ability (or ability score)	Free
First One	Interdimensional	75% chance to avoid any attack or spell (stacks with incorporeality)	Always Active

REALM

Your realm borders a great rift that opens up into the dimension of entropy.

Hazards: Ebon tendrils writhe at the boundaries where the planemeets the rift, snatching in those who stray too close.

Inhabitants: Undead, nightshades and worse horrors such as umbrals are attracted to this place.

ENTROPY TEMPLATE (SINGLE PORTFOLIO)

Appearance: Some part of the immortal's manifestation is partially invisible. Usually the invisible part is dependant upon the second portfolio.

e.g. An immortal with the Entropy and Strength portfolios may appear invisible except for its arms.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal communicates in a slow, monotone voice, as if disinterested in matters.

ENTROPY TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except that now the immortal's entire manifestation and all its equipment are naturally invisible.

Demeanor: It takes great patience to communicate with such immortals as they take so long to reply.

EVIL

Aspects: Corruption, Poison, Villainy, Wickedness
Opposed Portfolio: Good
Examples: Hiisi (Finnish)
Favored Animal: Snake (natural)
Favored Class: Cleric
Favored Place: Site of some great evil occurrence (a place where many murders took place)
Favored Sacrifice: Living Creature
Favored Time: Last day of Autumn (Samhain)
Favored Weapon: Dagger
Portfolio Trial: You must kill one of your allies (another PC).
Prerequisites: Any evil alignment
Symbol: Fangs
Typical Quote: "Men never do evil so cheerfully as when they do it from religious conviction."

EVIL DOMAIN

- Granted Power:** You cast evil spells at +1 caster level.
- Protection from Good:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 - Desecrate:** Fills area with negative energy making undead stronger.
 - Magic Circle against Good:** As protection spells, but 10 ft. radius and 10 min./level.
 - Unholy Blight:** Damages and sickens good creatures.
 - Dispel Good:** +4 bonus against attacks by good creatures.
 - Create Undead:** Create ghouls, ghosts, mummies or mohrgs.
 - Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subjects.
 - Unholy Aura:** +4 to AC, +4 resistance, SR 25 against good spells.

TABLE 3-24: (SINGLE) EVIL PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Holy)</i> <i>Holy Vulnerability</i>	Use any evil domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while within a good aligned environment</i> <i>Suffer 50% extra damage from good aligned attacks and spells</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Poison Immunity	You are immune to poison	Always Active
Hero-deity	Unholy Scion	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class within an evil aligned locale	Always Active
Quasi-deity	Improved Summoning (Evil)	Evil aligned creatures summoned have 50% more HD	Always Active
Demi-deity	Taint of Evil	Healing 50% effect vs. your attacks except on consecrated ground	Always Active
Lesser Deity	Superior Unholy [Effect]	Assault your enemies with unholy attacks	Variable
Intermediate Deity	Uncanny Unholy Mastery	Assault your enemies with unholy attacks	Variable
Greater Deity	Unholy Regeneration	Gain regeneration equal to 1/2 HD within evil tainted locale	Always Active
Elder One	Unholy Messiah <i>Cosmic Imperfection (Holy)</i>	Evil creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Holy Pariah	Good aligned spells/effects cease to function in your divine realm	Always Active

TABLE 3-25: DOUBLE EVIL PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Holy)</i> <i>Holy Vulnerability</i>	Use two evil domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while within a good aligned environment</i> <i>Suffer 100% extra damage from good aligned attacks and spells</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Poisonous Blood	You gain the poisonous blood ability (see Poisonous [Effect])	Always Active
Hero-deity	Greater Unholy Scion	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class within an evil aligned locale	Always Active
Quasi-deity	Perfect Summoning (Evil)	Evil aligned creatures summoned have 200% more HD	Always Active
Demi-deity	Greater Taint of Evil	Healing 25% effect vs. your attacks except on consecrated ground	Always Active
Lesser Deity	Superior Unholy [Effect] (x2 HD)	Assault your enemies with unholy attacks	Variable
Intermediate Deity	Uncanny Unholy Mastery (x2 HD)	Assault your enemies with unholy attacks	Variable
Greater Deity	Improved Unholy Regeneration	Gain regeneration equal to your HD within evil tainted locale	Always Active
Elder One	Martyrdom <i>Cosmic Imperfection (Holy)</i>	An ally in your divine aura takes half of all damage dealt to you <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Unholy Affiliation	Treat any evil aligned plane (or area) as your home plane	Always Active
First One	Edification	Change alignment of targets within your divine aura (no save)	Always Active

9 Summon Monster IX: Calls extraplanar creatures to fight for you.

REALM

Your realm is a place of evil (diluted by the immortals second portfolio), where all manner of sins are perpetrated by the immortal and its servants.

Inhabitants: Creatures of evil alignment are attracted to such realms. Those sufficiently cowed may join the immortal's retinue.

Hazards: Aside from the treachery of the natives themselves, those who dwell too long in this evil place will begin to hear whispers telling them to commit evil acts and the longer they stay, the greater the whispers. Treat this as an enchantment based effect. Those who remain here for 1 day must make a Will save or have their alignment move one step closer to evil. DC begins at 11 and increases by one point per day you remain in this hellish place.

EVIL TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation gains characteristics that make it appear sinister and threatening for a member of its race. Often features will be sharp and angular for instance.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal delights in evil acts for their own sake.

EVIL TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal's entire manifestation takes on demonic characteristics.

Demeanor: The immortal is compelled to commit evil acts to satisfy its own insecurities.

FEAR

Aspects: Horror, Nightmares, Weakness

Opposed Portfolio: Strength

Examples: Deimos (Greek)

Favored Animal: Elephant (natural)

Favored Class: Wizard (Enchanter, Illusionist)

Favored Place: Frightening or imposing location (e.g. edge of a cliff)

Favored Sacrifice: Living Creature

Favored Time: Last day of Autumn (Samhain)

Favored Weapon: Axe

Portfolio Trial: You must frighten someone to death.

Prerequisites: Any non-good alignment, Strength must be your lowest ability score

Symbol: Horrible Face

Typical Quote: "Courage is resistance to fear, not absence of fear."

FEAR DOMAIN

Granted Power: You cast necromancy spells at +1 caster level.

- 1 **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
- 2 **Scare:** Panics creatures of less than 6 HD.
- 3 **Fear:** Subjects within cone flee for 1 round/level.
- 4 **Crushing Despair:** Subjects take -2 on attack rolls, damage rolls and save checks.
- 5 **Nightmare:** Sends vision dealing 1d10 damage, fatigue.
- 6 **Symbol of Fear:** Triggered rune panics nearby creatures.
- 7 **Eyebite:** Target becomes panicked, sickened and comatose.
- 8 **Trap the Soul:** Imprisons subject within a gem.
- 9 **Weird:** As *phantasmal killer*, but affects all within 30 ft.

REALM

You create a foreboding layer inducing terrifying, nightmarish visions.

Hazards: Those mortals visiting your realm must beware of heart attacks (Will DC 11 with a new save to be made every encounter (+1 to the DC each time) or die. Immortals who fail their save will not die but will want to leave immediately. This effect is enchantment based.

Inhabitants: Any creatures that radiate or otherwise cause fear, panic or dread will be attracted to such places.

FEAR TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation is incredibly frightening. Anyone within the radius of the immortal's divine aura must make a Will save (DC 10 + Cha modifier + Divine Rank) or become frightened.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: The immortal's mannerisms are unnerving, however, when confronted by something more powerful than themselves they have a tendency to flee or cower.

FEAR TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is even more terrifying to behold. Anyone within the radius of the immortal's divine aura must make a Will save (DC 10+) or become panicked.

Demeanor: The immortal is always trying to cause fear.

TABLE 3-26: (SINGLE) FEAR PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	the	Action
Disciple	Spell-like Abilities <i>Sheep's Strength</i> <i>Shaky Morale</i>	Use any fear domain spell as spell-like ability <i>Competence penalty to strength equal to your divine rank</i> <i>You cannot benefit from morale bonuses</i>		Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Shield of Fear	You are immune to fear effects and opponent morale bonuses		<i>Always Active</i>
Hero-deity	Scion of Terror	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class against opponents with less strength than you		<i>Always Active</i>
Quasi-deity	Superior Summoning (Fear)	Summoned creatures who radiate fear have 50% more HD		<i>Always Active</i>
Demi-deity	Instrument of Terror	Immunities against your fear/str. drain attacks only 50% effective		<i>Always Active</i>
Lesser Deity	Superior Withering (Str.) [Effect]	Assault your enemies with strength draining attacks		Variable
Intermediate Deity	Uncanny Withering (Str.) Mastery	Assault your enemies with strength draining attacks		Variable
Greater Deity	Terrifying Soul	Gain regeneration equal to 1/2 your HD as long as there are frightened opponents (or allies) within your divine aura		<i>Always Active</i>
Elder One	Dominance <i>Cosmic Imperfection (Strength)</i>	Foes with less than 1/3 your Hit Dice automatically fail saves <i>One artifact in the universe can defeat your cosmic string ability</i>		<i>Always Active</i> <i>Always Active</i>
Old One	Doombringer	Temporarily add single opponent's wisdom score to your own		Free

TABLE 3-27: DOUBLE FEAR PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sheep's Strength</i> <i>Shaky Morale</i>	Use two fear domain spells as spell-like abilities each round <i>Competence penalty to strength equal to double your divine rank</i> <i>You cannot benefit from morale bonuses</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Ward of Fear	Allies in your aura are immune to fear effects and morale penalties	<i>Always Active</i>
Hero-deity	Greater Scion of Terror	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class against opponents with less strength than you	<i>Always Active</i>
Quasi-deity	Perfect Summoning (Fear)	Summoned creatures who radiate fear have 200% more HD	<i>Always Active</i>
Demi-deity	Embodiment of Terror	Immunities against your fear/strength draining attacks ineffective	<i>Always Active</i>
Lesser Deity	Superior Wither. (Str.) [Effect]	Assault your enemies with strength draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Str.) Mastery	Assault your enemies with strength draining attacks	Variable
Greater Deity	Terrifying Soul	Gain regeneration equal to your HD as long as there are frightened opponents (or allies) within your divine aura	<i>Always Active</i>
Elder One	Abrogate (Strength only) <i>Cosmic Imperfection (Strength)</i>	Nullify an opponent's greatest strength <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Free <i>Always Active</i>
Old One	Redivivus	Summon your enemies greatest nemesis from beyond the grave	n/a
First One	Evil Eye	Enemies within your divine aura use the worst possible die rolls	<i>Always Active</i>

FERTILITY

Aspects: Childbirth, Life, Motherhood

Opposed Portfolio: Death

Examples: Dagda (Celtic), Hera (Greek), Ilmater (Finnish)

Favored Animal: Cow (female), Frog (either) or Rabbit (male) (all natural)

Favored Class: Cleric and Druid

Favored Place: Birthplace, Nursery

Favored Sacrifice: Afterbirth (good or neutral), Newborn (evil)

Favored Time: Spring Equinox

Favored Weapon: Club

Portfolio Trial: You must have children.

Prerequisites: Must have sired a child

Symbol: Egg (female), Phallus (male)

Typical Quote: "There is no cure for birth or death, save to enjoy the interval."

FERTILITY DOMAIN

Granted Power: You cast conjuration spells at +1 caster level.

1 **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.

2 **Status:** Monitors condition, position of allies.

3 **Remove Disease:** Cures all diseases affecting subject.

4 **Death Ward:** Grants immunity to death spells and negative energy effects.

5 **Raise Dead:** Restores life to subject who died as long as one day/level ago.

6 **Bear's Endurance, Mass:** As *bear's endurance*, affects one subject/level.

7 **Simulcrum:** Creates partially real double of a creature.

8 **Clone:** Duplicate awakens when original dies.

9 **True Resurrection:** As *resurrection*, plus remains aren't needed.

REALM

You create a realm akin to a vast nursery or breeding ground.

Hazards: The primary hazard of such places will be avoiding the overt sexual attentions of the natives.

Inhabitants: Lust fueled creatures, such as certain fey are attracted to these places.

FERTILITY TEMPLATE (SINGLE PORTFOLIO)

Appearance: Goddesses are large breasted, whereas Gods are well endowed. While good-aligned immortals will tend to cover up, those of other alignments will not be so shy about nudity.

NB. When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: These immortals are sensual, lustful or lecherous (depending upon their alignments) and delight in the pleasures of the flesh.

FERTILITY TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the manifestation's sex organs are taken to extremis.

Demeanor: Such immortals are even more lustful and bawdy, those of evil alignment will resort to rape to fulfill their needs.

TABLE 3-28: (SINGLE) FERTILITY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fertile Loins</i>	Use any fertility domain spell as spell-like ability <i>Each time you have sex will result in pregnancy</i> <i>Though you choose if the offspring will be divine or not</i>	Standard <i>Always Active</i>
	<i>Undead Vulnerability</i>	<i>Suffer 50% extra damage from attacks by the undead</i>	<i>Always Active</i>
Prophet	Disease Immunity	You are immune to magical diseases	Always Active
Hero-deity	Scion of Life	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class against undead	Always Active
Quasi-deity	Improved Summoning (Living)	Living creatures (no constructs, fey, outsiders or undead) summoned have 50% more HD	Always Active
Demi-deity	Rapid Rejuvenation	You rejuvenate as if one divine status higher	Always Active
Lesser Deity	Superior Withering (Con) [Effect]	Assault your enemies with constitution draining attacks	Variable
Intermediate Deity	Uncanny Withering (Con) Mastery	Assault your enemies with constitution draining attacks	Variable
Greater Deity	Sexual Healing	Regeneration equal to half your HD if you have had sex that day	Always Active
Elder One	Fertility Messiah	The opposite sex of lower divine rank cannot harm you (no save)	Always Active
	<i>Cosmic Imperfection (Death)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Necromantic Pariah	Necromantic spells/effects cease to function in your divine realm	Always Active

TABLE 3-29: DOUBLE FERTILITY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fertile Loins</i>	Use two fertility domain spells as spell-like abilities each round <i>Each time you have sex will result in pregnancy (at least twins)</i> <i>Though you choose if the offspring will be divine or not</i>	Standard + Swift <i>Always Active</i>
	<i>Undead Vulnerability</i>	<i>Suffer 100% extra damage from attacks by the undead</i>	<i>Always Active</i>
Prophet	Shield of Stoicism	You are immune to constitution damage/drain	Always Active
Hero-deity	Greater Scion of Life	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class against undead	Always Active
Quasi-deity	Perfect Summoning (Living)	Living creatures summoned have 200% more HD	Always Active
Demi-deity	Rapid Rejuvenation	You rejuvenate as if two divine status higher	Always Active
Lesser Deity	Superior Wither (Con) [Effect] (x2)	Assault your enemies with constitution draining attacks	Variable
Intermediate Deity	Uncanny Wither (Con) Mastery (x2)	Assault your enemies with constitution draining attacks	Variable
Greater Deity	Improved Sexual Healing	Regeneration equal to your HD if you have had sex that day	Always Active
Elder One	Lord of Fertility	Dominate those of opposite sex within your divine aura/realm	Always Active
	<i>Cosmic Imperfection (Death)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Legendary Constitution	Your constitution is doubled	n/a
First One	Paradox	You summon a duplicate of your opponent to aid you	Standard

FIRE

Aspects: Heat, Lava, Volcanoes
Opposed Portfolio: Water
Examples: Agni (Indian)
Favored Animal: Hell Hound (supernatural)
Favored Class: Sorcerer
Favored Place: Volcano/Volcanic Region
Favored Sacrifice: Burnt Offerings
Favored Time: Summer Solstice
Favored Weapon: Hand axe
Portfolio Trial: You must burn something you hold dear to your heart.
Prerequisites: None
Symbol: Fire/Flames
Typical Quote: "Out of the frying pan, into the fire!"

FIRE DOMAIN

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke, command or bolster fire creatures as an evil cleric rebukes undead.

- Burning Hands:** 1d4/level fire damage.
- Produce Flame:** 1d6 damage +1/level, touch or thrown.
- Resist Energy:** Ignores 10 (or more) points of fire damage/attack.
- Wall of Fire:** Deals 2d4 damage out to 10 ft. and 1d4 out to 20 ft. Passing through a wall deals 2d6 damage +1/level.
- Fire Shield:** Creatures attacking you take fire damage while you are protected against cold.
- Fire Seeds:** Acorns and berries become grenades and bombs.
- Fire Storm:** Deals 1d6/level Fire Damage.
- Incendiary Cloud:** Cloud deals 4d6 fire damage/round.
- Elemental Swarm:** Summons multiple fire elementals.

TABLE 3-30: (SINGLE) FIRE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Cold/Water)</i> <i>Cold Vulnerability</i>	Use any fire domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while either underwater or within sub-zero environment</i> <i>Suffer 50% extra damage from cold based attacks and spells</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Fire Immunity	You are immune to fire	Always Active
Hero-deity	Scion of Fire	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class within a fiery environment	Always Active
Quasi-deity	Improved Summoning (Fire)	Fire creatures summoned have 50% more HD	Always Active
Demi-deity	Divine Fire	Your fire damage is treated as 50% divine damage	Always Active
Lesser Deity	Superior Fiery [Effect]	Assault your enemies with flame based attacks	Variable
Intermediate Deity	Uncanny Fiery Mastery	Assault your enemies with flame based attacks	Variable
Greater Deity	Fire Absorption	Fire damage heals you	Always Active
Elder One	Fiery Messiah <i>Cosmic Imperfection (Cold/Water)</i>	Fire creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Winter Pariah	Cold based spells/effects cease to function in your divine realm	Always Active

TABLE 3-31: DOUBLE FIRE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Cold/Water)</i> <i>Cold Vulnerability</i>	Use two fire domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while either underwater or within sub-zero environment</i> <i>Suffer 100% extra damage from cold based attacks and spells</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Fire Reflection	Reflect any fire based attack within your divine aura/realm	Free
Hero-deity	Greater Scion of Fire	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class within a fiery environment	Always Active
Quasi-deity	Perfect Summoning (Fire)	Fire based creatures summoned have 200% more HD	Always Active
Demi-deity	Perfect Divine Fire	Your fire damage is treated as 100% divine damage	Always Active
Lesser Deity	Superior Fiery [Effect] (x2 HD)	Assault your enemies with flame based attacks	Variable
Intermediate Deity	Uncanny Fire Mastery (x2 HD)	Assault your enemies with flame based attacks	Variable
Greater Deity	Improved Fire Absorption	Use single source of fire damage to give bonus hit points	Always Active
Elder One	Lord of Fire <i>Cosmic Imperfection (Cold/Water)</i>	Dominate any fire creatures within your divine aura/realm <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Legendary Dexterity	Your dexterity is doubled	n/a
First One	Cosmic Fire	Substitute cosmic fire (d20s) damage for all uses of fire	Variable

REALM

These realms vary between areas of extreme heat and actual fires.

Hazards: The obvious hazard is the heat with unprotected individuals taking 5 hp fire/heat damage per round (or 10 hp damage per round for realms of double fire portfolio immortals).

Inhabitants: Those creatures with the fire sub-type or those with sufficient fire resistance to easily survive these realms will be drawn here.

FIRE TEMPLATE (SINGLE PORTFOLIO)

Appearance: Part of the immortal is constantly on fire. This may simply be the immortal's eyes. Usually however, it is dependant on the second portfolio.

e.g. An immortal with the Fire and War portfolios may only manifest a flaming weapon. Whereas one with the Fire and Strength portfolios may have flaming arms.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals are nervous, impetuous and often reckless.

FIRE TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's entire manifestation is ablaze.

Demeanor: Same as the single portfolio except the immortal is even more hot-headed and prone to violent outbursts.

GOOD

Aspects: Nobility, Virtue

Opposed Portfolio: Evil

Examples: Ukko (Finnish)

Favored Animal: Horse (natural), Unicorn (unnatural)

Favored Class: Cleric, Paladin

Favored Place: Site of some great benefic

Favored Sacrifice: Burnt Offerings

Favored Time: Spring Equinox

Favored Weapon: Sword

Portfolio Trial: You must give your life to save a friend.

Prerequisites: Any good alignment

Symbol: Cross

Typical Quote: "We are here to do good to others. What the others are here for I don't know."

GOOD DOMAIN

Granted Power: You cast evil spells at +1 caster level.

1 **Protection from Evil:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 **Aid:** +1 on attack rolls, +1 on saves against fear, 1d8 temporary hp+1/level (max +10).

3 **Magic Circle against Evil:** As protection spells, but 10 ft. radius and 10 min./level.

4 **Holy Smite:** Damages and blinds evil creatures.

5 **Dispel Evil:** +4 bonus against attacks by evil creatures.

6 **Blade Barrier:** Wall of blades deals 1d6/level damage.

7 **Holy Word:** Kills, paralyzes, weakens, or dazes nongood subjects.

8 **Holy Aura:** +4 to AC, +4 resistance, SR 25 against evil spells.

9 **Summon Monster IX:** Calls extraplanar creatures to fight for you.

REALM

Layer (Elder One): You gain control of one of the layers of the upper planes.

Hazards: Those who stay too long in these holy places will begin to subconsciously regret any wrong-doings they may have perpetrated and the longer they stay, the greater their desire for atonement. Treat this as an enchantment based effect. Those who remain here for 1 day must make a Will save or have their alignment move one step closer to good. DC begins at 11 and increases by one point per day you remain in this realm.

Inhabitants: Creatures of unquestionably good alignment will be attracted to such places.

GOOD TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation gains characteristics that make it appear less threatening.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals are always friendly and accomodating.

GOOD TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal is even less threatening. Often such immortals have rounded or cherubic (slightly chubby) features.

Demeanor: Such deities are impossibly friendly, almost to the point of annoyance.

TABLE 3-32: (SINGLE) GOOD PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Unholy)</i>	Use any good domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while within an evil aligned environment</i>	Standard <i>Always Active</i>
	<i>Unholy Vulnerability</i>	<i>Suffer 50% extra damage from evil aligned attacks and spells</i>	<i>Always Active</i>
Prophet	Disease Immunity	You are immune to disease	Always Active
Hero-deity	Holy Scion	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class within a good aligned locale	Always Active
Quasi-deity	Improved Summoning (Good)	Good aligned creatures summoned have 50% more HD	Always Active
Demi-deity	Taint of Good	Healing 50% effect vs. your attacks except on desecrated ground	Always Active
Lesser Deity	Superior Holy [Effect]	Assault your enemies with holy attacks	Variable
Intermediate Deity	Uncanny Holy Mastery	Assault your enemies with holy attacks	Variable
Greater Deity	Holy Regeneration	Gain regeneration equal to 1/2 HD within good aligned locale	Always Active
Elder One	Holy Messiah <i>Cosmic Imperfection (Unholy)</i>	Good creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Unholy Pariah	Evil aligned spells/effects cease to function in your divine realm	Always Active

TABLE 3-33: DOUBLE GOOD PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Holy)</i>	Use two good domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while within an evil aligned environment</i>	Standard + Swift <i>Always Active</i>
	<i>Holy Vulnerability</i>	<i>Suffer 100% extra damage from evil aligned attacks and spells</i>	<i>Always Active</i>
Prophet	Poisonous Blood	You gain the poisonous blood ability (see Poisonous [Effect])	Always Active
Hero-deity	Greater Holy Scion	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class within a good aligned locale	Always Active
Quasi-deity	Perfect Summoning (Good)	Good aligned creatures summoned have 200% more HD	Always Active
Demi-deity	Greater Taint of Good	Healing 25% effect vs. your attacks except on desecrated ground	Always Active
Lesser Deity	Superior Holy [Effect] (x2 HD)	Assault your enemies with holy attacks	Variable
Intermediate Deity	Uncanny Holy Mastery (x2 HD)	Assault your enemies with holy attacks	Variable
Greater Deity	Improved Holy Regeneration	Gain regeneration equal to your HD within good aligned locale	Always Active
Elder One	Martyrdom <i>Cosmic Imperfection (Unholy)</i>	An ally in your divine aura takes half of all damage dealt to you <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Holy Affiliation	Treat any good aligned plane (or area) as your home plane	Always Active
First One	Edification	Change alignment of targets within your divine aura (no save)	Always Active

HEALING

Aspects: Clerics, Doctors, Medicine

Opposed Portfolio: Destruction

Examples: Diancecht (Celtic), Itzamna (Central American)

Favored Animal: Dog (natural)

Favored Class: Cleric

Favored Place: Hospital

Favored Sacrifice: Time (spent healing the ill and wounded)

Favored Time: First day of Spring (Candlemas)

Favored Weapon: Net

Portfolio Trial: You must heal your greatest enemy.

Prerequisites: Any non-evil alignment

Symbol: Hand

Typical Quote: "Healing is a matter of time, but sometimes also a matter of opportunity."

HEALING DOMAIN

Granted Power: You cast healing spells at +1 caster level.

1 **Cure Light Wounds:** Cures 1d8 damage +1/level (max +5).

2 **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10).

3 **Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

4 **Cure Critical Wounds:** Cures 4d8 damage +1/level (max +20).

5 **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level (max +25) for many creatures.

6 **Heal:** Cures 10 points/level damage, all diseases and mental conditions.

7 **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage

+1/level (max +35)

8 **Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level (max +40) for many creatures.

9 **Heal, Mass:** As *heal*, but with several subjects.

REALM

You create a spotless realm akin to a great hospital, staffed by otherworldly doctors and nurses.

Hazards: There are no intrinsic hazards in such realms, however, the natives will all have fast healing equal to the immortal's divine rank (at the very least) and thus may prove harder to defeat.

Inhabitants: As well as clerics, those creatures with the innate ability to heal will be attracted to these realms.

HEALING TEMPLATE (SINGLE PORTFOLIO)

Appearance: Such immortals appear normal but are always exceptionally clean and tidy.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These gods and goddesses are caring, kind and doting.

HEALING TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal is spotless

Demeanor: Such immortals are kind and caring, almost to the point of annoyance.

TABLE 3-34: (SINGLE) HEALING PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Martyr</i> <i>Pull Your Punches</i>	Use any healing domain spell as spell-like ability <i>You take 50% of the damage dealt to any adjacent allies</i> <i>Competence penalty to damage rolls equal to your divine rank</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Fast Healing	You gain fast healing equal to half your hit die	Always Active
Hero-deity	Scion of Healing	Your healing spells are 50% more effective	Always Active
Quasi-deity	Blessed Servants	Summoned creatures have fast healing equal to your divine rank	Always Active
Demi-deity	Embodiment of Healing	You can heal vile damage	Always Active
Lesser Deity	Superior Iatric [Effect]	Bless your allies with healing energy	Variable
Intermediate Deity	Uncanny Iatric Mastery	Bless your allies with healing energy	Variable
Greater Deity	Improved Healing	Fast healing or regeneration doubled	Always Active
Elder One	Spirited Away	You are saved from the moment of destruction and returned to your home plane (only works outside your home plane)	Always Active
	<i>Cosmic Imperfection (Destruction)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Pariah of Destruction	Evocation spells/effects cease to function in your divine realm	Always Active

TABLE 3-35: DOUBLE HEALING PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Greater Martyr</i> <i>Pull Your Punches</i>	Use two healing domain spells as spell-like abilities each round <i>You take 75% of the damage dealt to any adjacent allies</i> <i>Penalty to damage rolls equal to double your divine rank</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Faster Healing	You gain fast healing equal to your hit die	Always Active
Hero-deity	Greater Scion of Healing	Your healing spells are 100% more effective	Always Active
Quasi-deity	Blessed Servants	Those summoned gain fast healing equal to your divine rank x2	Always Active
Demi-deity	Perfect Embodiment of Healing	You can heal permanent damage	Always Active
Lesser Deity	Superior Iatric [Effect] (x2 HD)	Bless your allies with healing energy	Variable
Intermediate Deity	Uncanny Iatric Mastery (x2 HD)	Bless your allies with healing energy	Variable
Greater Deity	Superior Healing	Fast healing or regeneration tripled	Always Active
Elder One	Attuned to Healing	You benefit from any healing spells cast within your divine aura	Always Active
	<i>Cosmic Imperfection (Destruction)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Legendary Constitution	Your constitution is doubled	n/a
First One	Deny Healing	You can prevent healing effects (including regeneration) from functioning anywhere in the universe	Always Active

KNOWLEDGE

Aspects: Divination, Intelligence, Learning, Teaching.

Opposed Portfolio: Secrets

Examples: Saraswati (Indian)

Favored Animal: Bookworm or Fox (natural)

Favored Class: Wizard

Favored Place: Library

Favored Sacrifice: Books, Scrolls

Favored Time: Spring Equinox

Favored Weapon: Staff

Portfolio Trial: You must learn an important secret

Prerequisites: Intelligence must be your highest ability score.

Symbol: Book

Typical Quote: “It is no good trying to stop knowledge from going forward, ignorance is never better than knowledge.”, “Let me teach you a lesson you will never forget!”

KNOWLEDGE DOMAIN

Granted Power: Add all Knowledge skills to your list of cleric class skills.

You cast divination spells at +1 caster level.

1 **Detect Secret Doors:** Reveals hidden doors within 60 ft.

2 **Detect Thoughts:** Allows “listening” to surface thoughts.

3 **Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

4 **Divination:** Provides useful advice for specific proposed actions.

5 **True Seeing:** Lets you see things as they really are.

6 **Find the Path:** Shows the most direct way to a location.

7 **Legend Lore:** Lets you learn tales about a person place or thing.

TABLE 3-36: (SINGLE) KNOWLEDGE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sheep's Strength</i> <i>Ring of Truth</i>	Use any knowledge domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) to strength</i> <i>It is impossible for you to tell a lie</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Shield of Knowledge	You are immune to intelligence damage/drain	Always Active
Hero-deity	Scion of Knowledge	Competence bonus (equal to your divine rank) to intelligence	Always Active
Quasi-deity	Wise Brethren	Those summoned gain Int. bonus equal to your divine rank	Always Active
Demi-deity	Transcompetence	Competence bonuses only 50% effective against you	Always Active
Lesser Deity	Superior Withering (Int.) [Effect]	Assault your enemies with intelligence draining attacks	Variable
Intermediate Deity	Uncanny Withering (Int.) Mastery	Assault your enemies with intelligence draining attacks	Variable
Greater Deity	Wise Soul	Add intelligence bonus to Fast Healing or Regeneration	Always Active
Elder One	Legendary Intelligence <i>Cosmic Imperfection (Secrets)</i>	Your intelligence score is doubled <i>One artifact in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Total Intelligence	Temporarily add single opponent's intelligence score to your own	Free

TABLE 3-37: DOUBLE KNOWLEDGE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sheep's Strength</i> <i>Ring of Truth</i>	Use two knowledge domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) to strength</i> <i>You are compelled to always speak the truth</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Intelligence Ward	Allies within your aura are immune to intelligence damage/drain	Always Active
Hero-deity	Greater Scion of Wisdom	Competence bonus (equal to double your divine rank) to wisdom	Always Active
Quasi-deity	Wise Brethren	Those summoned gain Int. bonus equal to your divine rank x2	Always Active
Demi-deity	Greater Transcompetence	Competence bonuses ineffective against you	Always Active
Lesser Deity	Superior Wither. (Int.) [Effect]	Assault your enemies with intelligence draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Int.) Mastery	Assault your enemies with intelligence draining attacks	Variable
Greater Deity	Wiser Soul	Add intelligence score to Fast Healing or Regeneration	Always Active
Elder One	Legendary Intelligence <i>Cosmic Imperfection (Secrets)</i>	Your intelligence score is tripled <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Legendary Intelligence	Your intelligence score is quadrupled	n/a
First One	Polymath	Your class levels can be changed at will	Always Active

8 **Discern Location:** Reveals exact location of creature or object.

9 **Foresight:** “Sixth sense” warns of impending danger.

REALM

These realms are akin to vast libraries or simply schools punctuated by libraries, or other appropriate fonts of learning; pools may reveal images, clouds might form into shapes or words and so forth.

Hazards: The only hazard here is that visitors will get sidetracked searching for answers to questions that have been preying on their minds.

Inhabitants: As well as wizards, those creatures of great intellect find their way here.

KNOWLEDGE TEMPLATE (SINGLE PORTFOLIO)

Appearance: These immortals have heads that appear slightly oversized for their bodies.

Often, such deities wear some sort of spectacles/lenses.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal seems somewhat awkward and distracted.

KNOWLEDGE TEMPLATE (DOUBLE PORTFOLIO)

Appearance: These immortals have heads that appear obviously oversized for their bodies.

Demeanor: The immortal gives the impression of being doddering and clumsy as if eternally preoccupied.

LABOR

Aspects: Commoners, Farming, Hard Work, Slavery
Opposed Portfolio: Thievery
Examples: Ebisu (Japanese)
Favored Animal: Horse (natural)
Favored Class: Commoner
Favored Place: Fields
Favored Sacrifice: Burnt Offerings
Favored Time: Summer Solstice
Favored Weapon: Nunchaku (Rice Flail), Pitchfork, Rake, Scythe
Portfolio Trial: You must work a menial job for a year.
Prerequisites: Cannot possess any Rogue (or roguish) class levels.
Symbol: Wheel
Typical Quote: "Difficulties strengthen the mind as labor the body."

LABOR DOMAIN

Granted Power: You gain a +10 bonus to Endurance skill checks.

- 1 **Unseen Servant:** Invisible force obeys your commands.
- 2 **Bear's Endurance:** Subject gains +4 to Con for 1 min./level.
- 3 **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
- 4 **Lesser Geas:** Commands subject of 7 HD or less.
- 5 **Telekinesis:** Moves object, attacks creature or hurls object or creature.
- 6 **Move Earth:** Digs trenches and builds hills.
- 7 **Animate Objects:** Objects attack your foes.
- 8 **Planar Ally, Greater:** As *lesser planar ally* but up to 18 HD.
- 9 **Summon Monster IX:** Calls extraplanar creatures to fight for you.

REALM

You create a realm of endless fields with workers toiling away tending to whatever crops you are growing (the crops of course could be something sinister, depending upon the immortal's second portfolio).

Hazards: Unless you have toiled for a full days work the previous day, these realms are impossible to traverse.

Inhabitants: Your realm is populated by hard-working farmers and beasts of burden (horses and oxen or even plant-eating dinosaurs), many of which may be legendary animals. The attitude of these workers is dependant upon your second portfolio (Labor coupled with the evil portfolio would represent slavery for instance).

LABOR TEMPLATE (SINGLE PORTFOLIO)

Appearance: Humanoid immortals will be dressed in work clothes, while those of inhuman form may wear some sort of collar/harness.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: These immortals are tireless and hardworking. They are generally untrustworthy of those who do not 'pull their weight' as they see it.

LABOR TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's entire manifestation

Demeanor: These immortals are akin to beasts of burden.

TABLE 3-38: (SINGLE) LABOR PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Workaholic</i>	Use any labour domain spell as spell-like ability <i>Competence penalty on all die rolls equal to your divine rank if you have not completed a full days work the previous day</i>	Standard <i>Always Active</i>
Prophet	Shield of Stoicism	You are immune to constitution damage/drain and never fail endurance checks	<i>Always Active</i>
Hero-deity	Scion of Labor	Competence bonus to constitution equal to your divine rank	<i>Always Active</i>
Quasi-deity	Stoic Brethren	Those summoned gain Con. bonus equal to your divine rank	<i>Always Active</i>
Demi-deity	Instrument of Labor	50% chance to ignore critical hits	<i>Always Active</i>
Lesser Deity	Superior Withering (Con.) [Effect]	Assault your enemies with constitution draining attacks	Variable
Intermediate Deity	Uncanny Withering (Con.) Mastery	Assault your enemies with constitution draining attacks	Variable
Greater Deity	Labor of Love	Regeneration equal to half your HD provided you did a full days work the previous day	<i>Always Active</i>
Elder One	Legion <i>Cosmic Imperfection (Thievery)</i>	Split your manifestation into ten avatar forms <i>One artifact in the universe can defeat your cosmic string ability</i>	Full Round <i>Always Active</i>
Old One	Total Constitution	Temporarily add single opponent's constitution score to your own	Free

TABLE 3-39: DOUBLE LABOR PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Workaholic</i>	Use two labour domain spells as spell-like abilities each round <i>Competence penalty on all die rolls equal to double your divine rank if you have not completed a full days work the previous day</i>	Standard + Swift <i>Always Active</i>
Prophet	Shield of Strength	You are immune to strength damage/drain	<i>Always Active</i>
Hero-deity	Greater Scion of Labor	Competence bonus to constitution equal to double your divine rank	<i>Always Active</i>
Quasi-deity	Children of the Corn	Those summoned gain Con. bonus equal to your divine rank x2	<i>Always Active</i>
Demi-deity	Embodiment of Labor	You can cause str/con damage/drain on those otherwise immune	<i>Always Active</i>
Lesser Deity	Superior Wither. (Con.) [Effect]	Assault your enemies with constitution draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Con.) Mastery	Assault your enemies with constitution draining attacks	Variable
Greater Deity	Labor of Love	Regeneration equal to HD if you did a full days work yesterday	<i>Always Active</i>
Elder One	Legendary Constitution <i>Cosmic Imperfection (Thievery)</i>	Your constitution score is doubled <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Legendary Strength	Your strength score is doubled	n/a
First One	Transcendental Fortitude	You never fail Fortitude saves	<i>Always Active</i>

LAW

Aspects: Justice, Rulership
Opposed Portfolio: Chaos
Examples: Tyr (Norse)
Favored Animal: Hound (natural)
Favored Class: Monk
Favored Place: Courthouse
Favored Sacrifice: Burnt Offerings
Favored Time: Summer Solstice
Favored Weapon: Hammer
Portfolio Trial: You must bring a notorious criminal to justice.
Prerequisites: Any lawful alignment
Symbol: Weighing Scales
Typical Quote: "When men are pure, laws are useless, when men are corrupt laws are broken."

LAW DOMAIN

- Domain Power:** You cast law spells at +1 caster level.
- Protection from Chaos:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
 - Calm Emotions:** Calm creatures, negating emotion effects.
 - Magic Circle against Chaos:** As *protection* spells, but 10 ft. radius and 10 min./level.
 - Order's Wrath:** Damages and dazes chaotic creatures.
 - Dispel Chaos:** +4 bonus against attacks by chaotic creatures.

- Hold Monster:** As *hold person*, but any creature.
- Dictum:** Kills, confuses, stuns or deafens non-lawful subjects.
- Shield of Law:** +4 to AC, +4 resistance, SR 25 against chaotic spells.
- Summon Monster IX:** Calls extraplanar creatures to fight for you.

REALM

All aspects of these realms are perfectly symmetrical.
Hazards: These realms may have a strict moral code, lawbreakers will be punished with internment or worse.
Inhabitants: As well as monks, creatures of lawful alignment will be drawn to such places.

LAW TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation appears perfectly symmetrical, as is its clothing.
NB. When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.
Demeanor: The immortal is generally stubborn and inflexible. Once it has made its mind up, it is almost impossible to change it.

LAW TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio.
Demeanor: Once the immortal has made up their mind about something their position cannot be changed, even if its wrong.

TABLE 3-40: (SINGLE) LAW PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Anarchic)</i> <i>Anarchic Vulnerability</i>	Use any law domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while within a chaos aligned environment</i> <i>Suffer 50% extra damage from chaos aligned attacks and spells</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Transmutation Immunity	You are immune to transmutation based attacks	Always Active
Hero-deity	Scion of Law	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class within a lawful aligned locale	Always Active
Quasi-deity	Improved Summoning (Law)	Lawful aligned creatures summoned have 50% more HD	Always Active
Demi-deity	Greater Taint of Law	Healing 50% effect vs. your attacks except in chaos aligned locale	Always Active
Lesser Deity	Superior Axiomatic [Effect]	Assault your enemies with axiomatic attacks	Variable
Intermediate Deity	Uncanny Axiomatic Mastery	Assault your enemies with axiomatic attacks	Variable
Greater Deity	Axiomatic Regeneration	Gain regeneration equal to 1/2 HD within lawful aligned locale	Always Active
Elder One	Axiomatic Messiah <i>Cosmic Imperfection (Chaos)</i>	Chaos creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Anarchic Pariah	Lawful aligned spells/effects cease to function in your divine realm	Always Active

TABLE 3-41: DOUBLE LAW PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Anarchic)</i> <i>Anarchic Vulnerability</i>	Use two law domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while within a chaos aligned environment</i> <i>Suffer 100% extra damage from chaos aligned attacks and spells</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Transmutation Reflection	Reflect any transmutation attack within your divine aura/realm	Free
Hero-deity	Greater Scion of Law	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class within a lawful aligned locale	Always Active
Quasi-deity	Perfect Summoning (Law)	Lawful aligned creatures summoned have 200% more HD	Always Active
Demi-deity	Greater Taint of Law	Healing 25% effect vs. your attacks except in chaos aligned locale	Always Active
Lesser Deity	Superior Axiomatic [Effect] (x2 HD)	Assault your enemies with axiomatic attacks	Variable
Intermediate Deity	Uncanny Axiomatic Mastery (x2 HD)	Assault your enemies with axiomatic attacks	Variable
Greater Deity	Improved Axiomatic Regeneration	Gain regeneration equal to your HD within lawful aligned locale	Always Active
Elder One	Martyrdom <i>Cosmic Imperfection (Anarchic)</i>	An ally in your divine aura takes half of all damage dealt to you <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Axiomatic Affiliation	Treat any chaos aligned plane (or area) as your home plane	Always Active
First One	Edification	Change alignment of targets within your divine aura (no save)	Always Active

LOVE

Aspects: Beauty, Charisma

Opposed Portfolio: Revenge

Examples: Aphrodite (Greek), Inanna (Mesopotamian)

Favored Animal: Cat

Favored Class: Bard, Sorcerer

Favored Place: A place of great beauty

Favored Sacrifice: Orgy (neutral or evil)

Favored Time: First Day of Summer (Beltane)

Favored Weapon: Lasoo

Portfolio Trial: You must love thy enemy

Prerequisites: Any non-lawful alignment, Charisma must be your highest ability score

Symbol: Heart

Typical Quote: "All you need is love."

LOVE DOMAIN

Granted Power: You cast enchantment spells at +1 caster level.

1 **Charm Animal:** Makes one animal your friend.

2 **Eagle's Splendor:** Subject gains +4 to Charisma for 1 min./level.

3 **Blindness/Deafness:** Makes subject blinded or deafened

4 **Charm Monster:** Makes monster believe it is your ally.

5 **Symbol of Sleep:** Triggered rune puts nearby creatures into catatonic slumber.

6 **Symbol of Persuasion:** Triggered rune charms nearby creatures.

7 **Power Word Blind:** Blinds creature with 200 hp or less.

8 **Sympathy:** Object or location attracts certain creatures.

9 **Dominate Monster:** As dominate person, but any creature.

REALM

These realms are places of impossible beauty.

Hazards: Falling in love with one of the natives (and never wanting to leave) is the greatest hazard facing visitors.

Inhabitants: Creatures of beauty, and those who use that beauty as a weapon, such as certain fey, are attracted to these places.

LOVE TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation is exceptionally beautiful.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal will try seduce or try to make others fall in love with them.

LOVE TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is even more beautiful. Anyone within the radius of the immortal's divine aura must make a Will save (DC 20 + the deity's Charisma bonus (if any) + the deity's divine rank) or become blinded.

Demeanor: These gods can be fickle and may attempt to destroy those whom they cannot seduce.

TABLE 3-42: (SINGLE) LOVE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Love Is Blind</i>	Use any love domain spell as spell-like ability <i>Competence penalty to wisdom equal to your divine rank</i> <i>Competence penalty (equal to your divine rank) against enchantment spells and effects</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Shield of Love	You are immune to charisma damage/drain	Always Active
Hero-deity	Scion of Love	Competence bonus (equal to your divine rank) to charisma	Always Active
Quasi-deity	Wise Brethren	Those summoned gain Cha. bonus equal to your divine rank	Always Active
Demi-deity	Instrument of Love	Immunities against your enchantment effects only 50% effective	Always Active
Lesser Deity	Superior Withering (Cha.) [Effect]	Assault your enemies with charisma draining attacks	Variable
Intermediate Deity	Uncanny Withering (Cha.) Mastery	Assault your enemies with charisma draining attacks	Variable
Greater Deity	Wise Soul	Add charisma bonus to Fast Healing or Regeneration	Always Active
Elder One	Legendary Charisma	Your charisma score is doubled	n/a
	<i>Cosmic Imperfection (Revenge)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Total Charisma	Temporarily add single opponent's charisma score to your own	Free

TABLE 3-43: DOUBLE LOVE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Love Is Blind</i>	Use two love domain spells as spell-like abilities each round <i>Competence penalty to wisdom equal to double your divine rank</i> <i>Competence penalty (equal to double your divine rank) against enchantment spells and effects</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Charisma Ward	Allies within your aura are immune to charisma damage/drain	Always Active
Hero-deity	Greater Scion of Love	Competence bonus (equal to double your divine rank) to charisma	Always Active
Quasi-deity	Wise Brethren	Those summoned gain Cha. bonus equal to your divine rank x2	Always Active
Demi-deity	Embodiment of Love	Immunities against your enchantment effects totally ineffective	Always Active
Lesser Deity	Superior Wither. (Cha.) [Effect]	Assault your enemies with charisma draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Cha.) Mastery	Assault your enemies with charisma draining attacks	Variable
Greater Deity	Wiser Soul	Add charisma score to Fast Healing or Regeneration	Always Active
Elder One	Legendary Charisma	Your charisma score is tripled	n/a
	<i>Cosmic Imperfection (Revenge)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Legendary Charisma	Your charisma score is quadrupled	n/a
First One	Cosmic Presence	Allies within your divine aura gain Legendary Charisma ability	Always Active

LUCK

Aspects: Chance, Fate, Probability

Opposed Portfolio: Skill

Examples: Ebisu (Japanese)

Favored Animal: Rabbit (natural)

Favored Class: Rogue

Favored Place: Gambling House

Favored Sacrifice: Coins

Favored Time: Randomly chosen each year

Favored Weapon: Dagger

Portfolio Trial: You must gamble half (single portfolio) or all (double) your equipment/wealth on the toss of a coin.

Prerequisites: Dexterity must be your lowest ability score (other than non-ability scores).

Symbol: Silver Coin

Typical Quote: "Its bad luck to be superstitious."

LUCK DOMAIN

Granted Power: You gain a +1 luck bonus on all saving throws.

1 Entropic Shield: Ranged attacks against you have a 20% miss chance.

2 Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

3 Protection from Energy: Absorb 12 points/level of damage from one kind of energy.

4 Freedom of Movement: Subject moves normally despite impediments.

5 Break Enchantment: Frees subject from enchantments, alterations, curses and petrification.

6 Mislead: Turns you invisible and creates illusory double.

7 Spell Turning: Reflects 1d4+6 spell levels back at the caster.

8 Moment of Prescience: You gain insight bonus on single attack roll, check or save.

9 Miracle: Requests intercession from a higher source.

REALM

These realms are a gambler's paradise.

Hazards: The laws of probability fluctuate within these places. Roll 1d20 and subtract 10 and use the figure (whether positive or negative) as a modifier on all (d20) dice rolls.

Inhabitants: Those creatures who can in some way bend probability or chance will be drawn to such realms.

LUCK TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation appears normal.

Demeanor: The immortal likes to gamble and take risks.

LUCK TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal's manifestation appears normal.

Demeanor: Such gods will risk everything on a whim.

TABLE 3-44: (SINGLE) LUCK PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sloth's Grace</i> <i>Unskilled</i>	Use any luck domain spell as spell-like ability <i>Competence penalty to dexterity equal to your divine rank</i> <i>Competence penalty to skills equal to your divine rank</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Blur	20% chance to avoid attacks as per the spell <i>blur</i>	Always Active
Hero-deity	Scion of Fate	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class against opponents with a lower Dex. score than you	Always Active
Quasi-deity	Lucky Brethren	Those summoned gain Luck bonus equal to your divine rank	Always Active
Demi-deity	Instrument of Fate	You can ignore 1/2 an opponent's Luck bonuses	Always Active
Lesser Deity	Superior Withering (Dex.) [Effect]	Assault your enemies with dexterity draining attacks	Variable
Intermediate Deity	Uncanny Withering (Dex.) Mastery	Assault your enemies with dexterity draining attacks	Variable
Greater Deity	Soul of Fate	50% chance that day of gaining regeneration equal to 1/2 your HD	Always Active
Elder One	Quixotic <i>Cosmic Imperfection (Skill)</i>	You can choose to reroll each of your die rolls once <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Web of Fate	Enemies must make two saves against your attacks	Always Active

TABLE 3-45: DOUBLE LUCK PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sloth's Grace</i> <i>Unskilled</i>	Use two luck domain spells as spell-like abilities each round <i>Competence penalty to dexterity equal to double your divine rank</i> <i>Competence penalty to skills equal to double your divine rank</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Displacement	50% chance to avoid attacks as per displacement	Always Active
Hero-deity	Greater Scion of Fate	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class against opponents with a lower Dex. score than you	Always Active
Quasi-deity	Luckier Brethren	Those summoned gain Luck bonus equal to your divine rank x2	Always Active
Demi-deity	Embodiment of Fate	You can ignore an opponent's Luck bonuses	Always Active
Lesser Deity	Superior Wither. (Dex.) [Effect]	Assault your enemies with dexterity draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Dex.) Mastery	Assault your enemies with dexterity draining attacks	Variable
Greater Deity	Soul of Fate	50% chance that day of gaining regeneration equal to your HD	Always Active
Elder One	Inner Eye <i>Cosmic Imperfection (Skill)</i>	You always use the best possible die rolls <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Spirited Away	You are saved from destruction in the nick of time	Always Active
First One	Evil Eye	Enemies within your divine aura use the worst possible die rolls	Always Active

MADNESS

Aspects: Confusion, Insanity, Lunacy, Nonsense

Opposed Portfolio: Wisdom

Examples: Dionysus (Greek)

Favored Animal: Rabbit (natural)

Favored Class: Rogue, Sorcerer

Favored Place: Cave (place with an echo)

Favored Sacrifice: Your own body parts

Favored Time: Spring Equinox

Favored Weapon: Double weapon

Portfolio Trial: -

Prerequisites: Wisdom must be your lowest ability score (other than non-ability scores).

Symbol: Confusing or distorted image

Typical Quote: "No great genius has ever existed without some touch of madness."

MADNESS DOMAIN

Granted Power: You cast enchantment spells at +1 level.

- 1 **Lesser Confusion:** One creature is *confused* for 1 round.
- 2 **Touch of Idiocy:** Subject takes 1d6 points of Int, Wis and Cha damage.
- 3 **Rage:** Subject gains +2 to Str and Con, +1 on Will saves, -2 to AC.
- 4 **Confusion:** Subjects behaves oddly for 1 round/level.
- 5 **Mind Fog:** Subjects in fog get -10 to Wis and Will checks.
- 6 **Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.
- 7 **Insanity:** Subject suffers continuous confusion.
- 8 **Symbol of Insanity:** Triggered rune renders nearby creatures

insane.

- 9 **Weird:** As *phantasmal killer*, but affect all within 30 ft.

REALMS

You create a realm of pure madness abridging the Far Place, populated by the insane and mindless.

Hazards: Those who stay too long in these bedlams will begin to start imagining things. Those who remain here for 1 hour must make a Will save or become *confused*. DC begins at 11 and increases by one point per hour you remain in this realm. If you fail a second Will save you become *insane*. Every non-native must make such a saving throw each hour. This as an enchantment based effect.

Inhabitants: Those creatures who induce madness or are themselves otherwise mad, such as pseudonaturals will be attracted to these places.

MADNESS TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal appears wild

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: The immortal is easily distracted, and on the surface appears prone to confusion.

MADNESS TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is even more insane.

Demeanor: The immortal is always *confused*.

TABLE 3-46: (SINGLE) MADNESS PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Shaky Morale</i>	Use any madness domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) to wisdom</i> <i>You cannot benefit from morale bonuses</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Shield of Madness	You are immune to mind affecting effects	<i>Always Active</i>
Hero-deity	Scion of Madness	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class opponents with a lower Wis. score than you	<i>Always Active</i>
Quasi-deity	Improved Summoning (Aberrations)	Aberrations summoned have 50% more HD	<i>Always Active</i>
Demi-deity	Instrument of Madness	Immunities against your mind affecting attacks only 50% effective	<i>Always Active</i>
Lesser Deity	Superior Withering (Wis.) [Effect]	Assault your enemies with wisdom draining attacks	Variable
Intermediate Deity	Uncanny Withering (Wis.) Mastery	Assault your enemies with wisdom draining attacks	Variable
Greater Deity	Insane Soul	Do nothing that round and gain regeneration equal to 1/2 your HD	<i>Always Active</i>
Elder One	Starstruck <i>Cosmic Imperfection (Wisdom)</i>	You gain the Pseudonatural template <i>One artifact in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Total Wisdom	Temporarily add single opponent's wisdom score to your own	Free

TABLE 3-47: DOUBLE MADNESS PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Shaky Morale</i>	Use two madness domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) to wisdom</i> <i>You cannot benefit from morale bonuses</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Ward of Madness	Allies within your aura are immune to mind affecting effects	<i>Always Active</i>
Hero-deity	Greater Scion of Madness	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class opponents with a lower Wis. score than you	<i>Always Active</i>
Quasi-deity	Perfect Summoning (Aberrations)	Aberrations summoned have 200% more HD	<i>Always Active</i>
Demi-deity	Embodiment of Madness	Immunities against your mind affecting attacks totally ineffective	<i>Always Active</i>
Lesser Deity	Superior Wither. (Wis.) [Effect]	Assault your enemies with wisdom draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Wis.) Mastery	Assault your enemies with wisdom draining attacks	Variable
Greater Deity	Insane Soul	Any round you do nothing you gain regeneration equal to your HD	<i>Always Active</i>
Elder One	Lord of Madness <i>Cosmic Imperfection (Wisdom)</i>	You control (no save) all confused targets within your divine aura <i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Legendary Strength	Your strength score is doubled	n/a
First One	Sunstruck	You gain the Helioeides template	n/a

MAGIC

Aspects: Sorcery, Superstition, Witchcraft, Wizardry
Opposed Portfolio: Science
Examples: Enki (Mesopotamian), Hecate (Greek)
Favored Animal: Dragon (supernatural)
Favored Class: Wizard
Favored Place: Scene of a great magical event
Favored Sacrifice: Spells
Favored Time: Fall Equinox
Favored Weapon: Staff
Portfolio Trial: You must create a famous spell
Prerequisites: Must be able to cast arcane spells
Symbol: Eye, Rune or Sigil
Typical Quote: Upon first meeting "Enchanted I'm sure."

MAGIC DOMAIN

Granted Power: Use scrolls as a wizard at one half your cleric level.

- 1 **Magic Aura:** Alters objects magic aura.
- 2 **Identify:** Determines properties of magic items.
- 3 **Dispel Magic:** Cancels magical spells and effects.
- 4 **Imbue with Spell Ability:** Imbue with Spell Ability.
- 5 **Spell Resistance:** Subject gains SR 12 + level.
- 6 **Anti-Magic Field:** Negates magic within 10 ft.
- 7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
- 8 **Protection from Spells:** Confers +8 resistance.
- 9 **Disjunction:** Dispel magic, disenchant magic items.

TABLE 3-48: (SINGLE) MAGIC PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Sheep's Strength</i>	Use any magic domain spell as spell-like ability <i>Competence penalty to constitution equal to your divine rank</i> <i>Competence penalty to strength equal to your divine rank</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Spell Block	You automatically block the first spell used against you that round	Always Active
Hero-deity	Scion of Magic	Competence bonus on caster level, spell DCs, and spell resistance equal to your divine rank	Always Active
Quasi-deity	Improved Summoning (Construct)	Constructs created/summoned by you have 50% more HD	Always Active
Demi-deity	Divine Magic	50% of your spells affecting magic immune targets (e.g. golems)	Always Active
Lesser Deity	Superior Force [Effect]	Assault your enemies with force attacks	Variable
Intermediate Deity	Uncanny Force Mastery	Assault your enemies with force attacks	Variable
Greater Deity	Spell Absorption	You can absorb one spell per round gaining +10 hp/spell level	Always Active
Elder One	Enlightened <i>Cosmic Imperfection (Psionic)</i>	You know all spells <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Psionic Pariah	Psionics cease to function in your divine realm	Always Active

TABLE 3-49: DOUBLE MAGIC PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Sheep's Strength</i>	Use two magic domain spells as spell-like abilities each round <i>Competence penalty to constitution equal to double your divine rank</i> <i>Competence penalty to strength equal to double your divine rank</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Spell Reflection	You can reflect any spell which does not defeat your spell resistance	Always Active
Hero-deity	Greater Scion of Magic	Competence bonus on caster level, spell DCs, and spell resistance equal to double your divine rank	Always Active
Quasi-deity	Perfect Summoning (Construct)	Constructs created/summoned by you have 200% more HD	Always Active
Demi-deity	Divine Magic	Your spells can affect even magic immune targets (e.g. golems)	Always Active
Lesser Deity	Superior Force [Effect] (x2 HD)	Assault your enemies with force attacks	Variable
Intermediate Deity	Uncanny Force Mastery (x2 HD)	Assault your enemies with force attacks	Variable
Greater Deity	Improved Spell Absorption	You can absorb two spells per round gaining +10 hp/spell level	Always Active
Elder One	Ensorcelled <i>Cosmic Imperfection (Psionic)</i>	You can cast any number of spells per day <i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Legendary Intelligence	Your intelligence score is doubled (use Charisma for Sorcerers)	n/a
First One	Living Magic	Your spells and (Su) abilities function within dead magic fields	Always Active

REALM

Your realm is infused with glowing magical energy. Buildings are made of magical force and so forth.

Hazards: Such areas may be dotted with pockets of anti-magic, dead magic and wild magic.

Inhabitants: Aside from arcane spellcasters in general, those creatures with innate magical abilities are drawn to these places.

MAGIC TEMPLATE (SINGLE PORTFOLIO)

Appearance: Part of the immortal's manifestation glows with supernatural power, typically its eyes. Usually however, it is dependant on the second portfolio.

e.g. An immortal with the Good and Magic portfolios may have a glowing halo.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These deities believe they can solve every problem with magic.

MAGIC TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation glows from head to foot.

Demeanor: Such immortals use magic for everything, even mundane tasks like getting dressed and bathed.

MOON

Aspects: Animals, Unnatural, Weird

Opposed Portfolio: n/a

Examples: Nanna-Sin (Mesopotamian), Tsukiyomi (Japanese)

Favored Animal: Wolf (natural), Werewolf (supernatural)

Favored Class: Sorcerer

Favored Place: Anywhere bathed in moonlight

Favored Sacrifice: Animals

Favored Time: Spring Equinox

Favored Weapon: Sickles

Portfolio Trial: You must venture to the dark side of the moon and retrieve something.

Prerequisites: Any non-good alignment

Symbol: Crescent Moon

Typical Quote: "There are nights when the wolves are silent and only the moon howls."

MOON DOMAIN

Granted Power: You can turn or destroy lycanthropes as a good creature destroys undead.

1 **Faerie Fire:** Outlines subject with light, cancelling *blur*, concealment and the like.

2 **Animal Trance:** Fascinates 2d6 HD of animals.

3 **Darkvision:** See 60 ft. in total darkness.

4 **Polymorph:** Gives one willing subject a new form.

5 **Baleful Polymorph:** Transforms subject into harmless animal.

6 **Permanent Image:** Includes sight, sound and smell.

7 **Insanity:** Subject suffers continuous confusion.

8 **Animal Shapes:** One ally/level polymorphs into chosen animal.

9 **Shapechange:** Transforms you into any creature and change forms once per round.

REALM

Your realm exists on the moon.

Hazards: Asphyxiation and extreme cold are two of the properties of these realms. Those unprotected will take 50 points of cold damage per round. Those who need to breathe can last a number of rounds up to their Con score before passing out and dying.

Inhabitants: Those creatures resistant to the cold of space and without the need to breathe can be found here.

MOON TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal has two manifestations. When in the presence of the moon they will assume some sort of secondary form.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: These immortals have two personalities (possibly even two alignments). Such beings operate based on their instincts and first impressions.

MOON TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal, including its equipment (if any) is completely white.

Demeanor: Such deities have two distinct identities (they may even be revered as two separate gods). One will be a primal, animalistic savage.

TABLE 3-50: (SINGLE) MOON PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Silver Vulnerability</i>	Use any moon domain spell as spell-like ability <i>Competence penalty to wisdom equal to your divine rank</i> <i>You take 50% extra damage from silver (or mithral) weapons</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Moonstruck	You gain any lycanthrope template	n/a
Hero-deity	Nature of the Beast	Competence bonus to attack rolls, damage rolls and armor class equal to your divine rank when bathed in moonlight	Always Active
Quasi-deity	Improved Summoning (Beast)	Animals/magical beasts summoned have 50% more HD	Always Active
Demi-deity	Embodiment of the Wild	Immunities against your transmutation effects only 50% effective	Always Active
Lesser Deity	Superior Withering (Wis.) [Effect]	Assault your enemies with wisdom draining attacks	Variable
Intermediate Deity	Uncanny Withering (Wis.) Mastery	Assault your enemies with wisdom draining attacks	Variable
Greater Deity	Bark at the Moon	You gain regeneration equal to half your HD while bathed in moonlight	Always Active
Elder One	Wild Messiah	You cannot be harmed directly or indirectly by any animals, magical beasts or shapechangers	Always Active
	<i>Cosmic Imperfection (Sun)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Doppelganger	You can shapechange into a specific individual of a lower rank	Standard

TABLE 3-51: DOUBLE MOON PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Silver Vulnerability</i>	Use 2 moon domain spells as spell-like abilities each round <i>Competence penalty to wisdom equal to double your divine rank</i> <i>You take 100% extra damage from silver (or mithral) weapons</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Transmutation Immunity	You are immune to transmutation based spells and effects	Always Active
Hero-deity	Nature of the Beast	Competence bonus to attack rolls, damage rolls and armor class equal to double your divine rank when bathed in moonlight	Always Active
Quasi-deity	Perfect Summoning (Beast)	Animals/magical beasts summoned have 200% more HD	Always Active
Demi-deity	Perfect Embodiment of the Wild	Immunities against your transmutation effects ineffective	Always Active
Lesser Deity	Superior Wither. (Wis.) [Effect] (x2)	Assault your enemies with wisdom draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Wis.) Mastery (x2)	Assault your enemies with wisdom draining attacks	Variable
Greater Deity	Bark at the Moon	You gain regeneration equal to your HD while bathed in moonlight	Always Active
Elder One	Master of the Wild	You automatically control all animals, magical beasts and shapechangers of a lower divine rank within your aura	Free
	<i>Cosmic Imperfection (Sun)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Chimerical	Shapechange into two creatures at the same time	Standard
First One	Transwarp	Add any template (with total ECL no higher than your Hit Dice) while shapechanging yourself or polymorphing others	Always Active

MOUNTAIN

Aspects: Earth, Gravity, Stone
Opposed Portfolio: Sky
Examples: Demeter (Greek)
Favored Animal: Cave bear (natural)
Favored Class: Druid
Favored Place: Withn or on a mountain
Favored Sacrifice: Precious gems
Favored Time: First day of Autumn (Lammas)
Favored Weapon: Club, Hammer
Portfolio Trial: You must journey to the tallest peak in the world.
Prerequisites: Any Neutral alignment
Symbol: Mountain or something made of stone
Typical Quote: "It is not the mountain we conquer, but ourselves."

MOUNTAIN DOMAIN

Granted Power: You can turn or destroy air creatures as a good creature destroys undead. Rebuke, command or bolster earth creatures as an evil cleric rebukes undead.

- 1 **Magic Stone:** Three stones become +1 projectiles, 1d6+1 damage.
- 2 **Soften Earth and Stone:** Turns stone to clay or dirt to sand or mud.
- 3 **Stone Shape:** Sculpts stone into any shape.
- 4 **Spike Stones:** Creatures in area take 1d8 damage, may be slowed.
- 5 **Wall of Stone:** Creates a stone wall that can be shaped.
- 6 **Stoneskin:** Ignore 10 points of damage per attack.
- 7 **Earthquake (4.0):** Intense tremor shakes 5 ft./level radius.
- 8 **Iron Body:** Your body becomes living iron.
- 9 **Elemental Swarm:** Summons multiple earth elementals.

TABLE 3-52: (SINGLE) MOUNTAIN PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Air)</i>	Use any mountain domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while not touching solid ground</i>	Standard Always Active
	<i>Sonic Vulnerability</i>	<i>Suffer 50% extra damage from sonic based attacks and spells</i>	Always Active
Prophet	Burrow	Burrowing speed equal to normal land speed	Always Active
Hero-deity	Scion of Earth & Stone	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class while you and your opponent touch the ground	Always Active
Quasi-deity	Improved Summoning (Earth)	Earth creatures summoned have 50% more HD	Always Active
Demi-deity	Instrument of the Earth	Ignore 50% of an opponent's natural armor bonus	Always Active
Lesser Deity	Superior Sonic [Effect]	Assault your enemies with sonic based attacks	Variable
Intermediate Deity	Uncanny Sonic Mastery	Assault your enemies with sonic based attacks	Variable
Greater Deity	Earthly Regeneration	Gain regeneration equal to 1/2 HD while touching solid ground	Always Active
Elder One	Earthly Messiah <i>Cosmic Imperfection (Air/Sonic)</i>	Earth creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Pariah of the Skies	Air/fly based spells/effects cease to function in your divine realm	Always Active

TABLE 3-53: DOUBLE MOUNTAIN PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Air)</i>	Use two mountain domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while not touching solid ground</i>	Standard + Swift Always Active
	<i>Sonic Vulnerability</i>	<i>Suffer 100% extra damage from sonic based attacks and spells</i>	Always Active
Prophet	Critical Hit Immunity	You are immune to critical hits	Always Active
Hero-deity	Greater Scion of Earth & Stone	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class while you and your opponent touch the ground	Always Active
Quasi-deity	Perfect Summoning (Earth)	Earth based creatures summoned have 200% more HD	Always Active
Demi-deity	Embodiment of the Earth	Completely ignore an opponent's natural armor bonus	Always Active
Lesser Deity	Superior Sonic [Effect] (x2 HD)	Assault your enemies with sonic based attacks	Variable
Intermediate Deity	Uncanny Sonic Mastery (x2 HD)	Assault your enemies with sonic based attacks	Variable
Greater Deity	Improved Earthly Regeneration	Gain regeneration equal to your HD while touching solid ground	Always Active
Elder One	Hyperostosis <i>Cosmic Imperfection (Air/Sonic)</i>	Your natural armor bonus is equal to double your Hit Dice <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a Always Active
Old One	Legendary Constitution	Your constitution is doubled	n/a
First One	Cosmic Shockwave	Substitute cosmic (d20s) damage for all uses of sonic energy	Variable

REALM

You create a layer abridging the elemental plane of earth.

Hazards: Rockslides and earthquakes are potential hazards. Also areas of these realms may be unavailable to those who cannot burrow (although *passwall* and other similar magic spells would help in certain cases)

Inhabitants: Burrowing creatures and those of rock-like appearances populate these realms.

MOUNTAIN TEMPLATE (SINGLE PORTFOLIO)

Appearance: Some aspect of the immortal's manifestation becomes stonelike (type of stone to be determined by the deity). Usually the part in question is decided by its second portfolio.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: These immortals are gruff and uncompromising.

MOUNTAIN TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is totally made of stone. It can be difficult to tell where the ground ends and the immortal begins, as the two seem to flow into one another.

Demeanor: These immortals are slow to act, rarely change their minds and never compromise once their mind has been made up.

NATURE

Aspects: Plants

Opposed Portfolio: Moon

Examples: Silvanus (Celtic)

Favored Animal: Bear

Favored Class: Druid, Ranger

Favored Place: Forest

Favored Sacrifice: Harvest, Plants

Favored Time: First day of Spring (Candlemas)

Favored Weapon: Staff

Portfolio Trial: You must bring nature back to a desolate wasteland.

Prerequisites: Any neutral alignment

Symbol: Leaf, Tree

Typical Quote: "Adapt or perish, now as ever, is nature's inexorable imperative."

NATURE DOMAIN

Granted Power: You can rebuke or command plant creatures as an evil cleric destroys undead.

- 1 **Entangle:** Plants entangle everyone in 40 ft. radius.
- 2 **Barkskin:** Grants +2 (or higher) enhancement to natural armor.
- 3 **Plant Growth:** Grows vegetation, improves crops.
- 4 **Command Plants:** Sway the actions of one or more plant creatures.
- 5 **Wall of Thorns:** Thorns damage anyone who tries to pass.
- 6 **Repel Wood:** Pushes away wooden objects.

- 7 **Animate Plants:** One or more trees animate and fight for you.
- 8 **Control Plants:** Control actions of one or more plant creatures.
- 9 **Shambler:** Summon 1d4+2 shambling mounds to fight for you.

REALM

You grow your own realm, a green land of lush vegetation.

Hazards: Various carnivorous and poisonous plants exist in these realms.

Inhabitants: These realms are populated by all manner of intelligent and semi-intelligent plantlife.

NATURE TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation will have plants and foliage entwined about its body and equipment.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These gods and goddesses often seem aloof and uncaring, as if willing to let nature take its course.

NATURE TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal is unmistakably a plant. Often they will have green skin with flowers or leaves for hair.

Demeanor: Openly antagonistic towards those who attempt to pervert the course of nature, but otherwise even more aloof and uncaring.

TABLE 3-54: (SINGLE) NATURE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Nature's Bond</i>	Use any nature domain spell as spell-like ability <i>You suffer a competence penalty on all die rolls equal to your divine rank when in an area with no vegetation</i>	Standard <i>Always Active</i>
	<i>Plant</i>	<i>You can be affected by any effect which affects a plant</i>	<i>Always Active</i>
Prophet	Poison Immunity	You are immune to poison based spells and effects	Always Active
Hero-deity	Scion of Nature	Competence bonus equal to your divine rank on all die rolls when within an area of dense vegetation	Always Active
Quasi-deity	Improved Summoning (Plant)	Plants animated/summoned have 50% more HD than normal	Always Active
Demi-deity	Embodiment of Nature	50% chance to ignore an opponent's poison immunity	Always Active
Lesser Deity	Superior Poisonous [Effect]	Assault your enemies with poison based attacks	Variable
Intermediate Deity	Uncanny Poisonous Mastery	Assault your enemies with poison based attacks	Variable
Greater Deity	Green Blooded	You gain regeneration equal to half your HD when you are within an area of dense vegetation	Always Active
Elder One	Nature's Messiah	You cannot be harmed directly or indirectly by any plants	Always Active
	<i>Cosmic Imperfection (Unnatural)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Pariah of the Unnatural	Aberrations within your divine aura suffer a penalty on all die rolls equal to your divine rank	Always Active

TABLE 3-55: DOUBLE NATURE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Nature's Bond</i>	Use 2 nature domain spells as spell-like abilities each round <i>You suffer a competence penalty on all die rolls equal to double your divine rank when in an area with no vegetation</i>	Standard + Swift <i>Always Active</i>
	<i>Plant</i>	<i>You can be affected by any effect which affects a plant</i>	<i>Always Active</i>
Prophet	Disease Immunity	You are immune to disease based spells and effects	Always Active
Hero-deity	Greater Scion of Nature	Competence bonus equal to your divine rank on all die rolls when within an area of dense vegetation	Always Active
Quasi-deity	Perfect Summoning (Plant)	Plants animated/summoned have 200% more HD than normal	Always Active
Demi-deity	Perfect Embodiment of Nature	You totally ignore an opponent's poison immunity	Always Active
Lesser Deity	Superior Poison. [Effect] (x2 HD)	Assault your enemies with poison based attacks	Variable
Intermediate Deity	Uncanny Poison. Mastery (x2 HD)	Assault your enemies with poison based attacks	Variable
Greater Deity	Green Blooded	You gain regeneration equal to your HD when you are within an area of dense vegetation	Always Active
Elder One	Nature's Master	You automatically animate/control all plant life within your aura	Free
	<i>Cosmic Imperfection (Unnatural)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Deep Rooted	Your hit points are doubled while standing upon fertile land	Free
First One	At One with Nature	You can animate/grow/wither all plant life in the universe	Free

OBJECT (EXAMPLE: SWORDS)

Aspects: Different types of sword
Opposed Portfolio: Shield
Examples: Thrin (Norse)
Favored Animal: Horse (natural)
Favored Class: Fighter
Favored Place: Museum of swords
Favored Sacrifice: Rare swords
Favored Time: First day of Summer (Beltane)
Favored Weapon: Sword
Portfolio Trial: You must find a sword of legend (artifact)
Prerequisites: Weapon Focus (sword)
Symbol: Sword
Typical Quote: "Life resembles the banquet of Damocles, the sword is ever suspended."

SWORD DOMAIN

Granted Power: Free Martial Weapon Proficiency and Weapon Focus for any type of sword.

- 1 **Align Weapon:** Weapon becomes good, evil, lawful or chaotic.
- 2 **Spiritual Weapon:** Magical weapon attacks on its own.
- 3 **Keen Edge:** Doubles weapons normal threat range.
- 4 **Magic Weapon, Greater:** +1 bonus/four levels (max +5).
- 5 **Wall of Iron:** 30 hp/four levels; can topple onto foes.
- 6 **Blade Barrier:** Wall of blades deals 1d6/level damage.
- 7 **Damocles' Sword:** Floating magic blade strikes opponents.

TABLE 3-56: (SINGLE) SWORD PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Aversion to Shields</i> <i>Weapon Unfamiliarity</i>	Use any sword domain spell as spell-like ability <i>You gain no benefit from using a shield</i> <i>Competence penalty to on attack rolls and damage rolls when you use any type of weapon other than a sword</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Sword Immunity	You cannot be harmed by swords with an enhancement bonus less than your divine rank	Always Active
Hero-deity	Scion of Swords	Competence bonus on attack rolls, damage rolls and armor class equal to your divine rank when wielding a sword	Always Active
Quasi-deity	Animating Sword	You can cause one sword to animate as if an everdancing weapon	Free
Demi-deity	Shield Bypass	You ignore shields with an enhancement bonus less than your divine rank	Always Active
Lesser Deity	Superior Force [Effect]	Assault your enemies with force attacks	Variable
Intermediate Deity	Uncanny Force Mastery	Assault your enemies with force attacks	Variable
Greater Deity	Sword Bond	You gain regeneration equal to half your HD when wielding a sword	Always Active
Elder One	King of Swords <i>Cosmic Imperfection (Shield)</i>	Control (and animate) all intelligent swords in your divine aura <i>One artifact in the universe can defeat your cosmic string ability</i>	Free <i>Always Active</i>
Old One	Pariah of Shields	Shields or shield spells cease to function in your divine realm	Always Active

TABLE 3-57: DOUBLE SWORD PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sword</i>	Use two sword domain spells as spell-like abilities each round <i>You become a sword</i>	Standard + Swift
Prophet	Sword Immunity	You cannot be damaged by swords with an enhancement bonus less than double your divine rank	Always Active
Hero-deity	Greater Scion of Swords	Competence bonus on attack rolls and damage rolls equal to double your divine rank	Always Active
Quasi-deity	Animating Swords	You can cause one sword per divine rank to act as everdancing weapons in your defense	Free
Demi-deity	Shield Bypass	You ignore shields with an enhancement bonus less than double your divine rank	Always Active
Lesser Deity	Superior Force [Effect] (x2 HD)	Assault your enemies with force attacks	Variable
Intermediate Deity	Uncanny Force Mastery (x2 HD)	Assault your enemies with force attacks	Variable
Greater Deity	Sword Absorption	You can absorb sword special abilities (this destroys the weapon) absorbed special abilities cannot exceed a weapons enhancement bonus	1 Round per '+'
Elder One	Unearthly Weapon Focus <i>Cosmic Imperfection (Shield)</i>	You need only make touch attacks to hit <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Counterstrike	Gain one attack at the end of the round for each time you were hit	Free
First One	Ultimate Weapon Focus	You never miss	Always Active

- 8 **Refuge:** Alters item to transport its wielder to you.
- 9 **Vorpal Edge:** Adds vorpal quality to blade for 1 round/level.

REALM

A sword theme runs throughout the realm: doors of sliding sword blades, towers shaped like swords thrust into the ground, entire fields, not of grass, but of swords swaying in the wind, point first in the ground.

Hazards: This realm is home to many animating swords.

Inhabitants: Intelligent swords have a habit of finding their way to your realm, either under their own animation, or by coercing their bearers into journeying here. Those of similar alignment and goals to the immortal will seek to remain here.

SWORD TEMPLATE (SINGLE PORTFOLIO)

Appearance: These immortals are sharply dressed and their features are also sharp and chiselled.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals believe that the solution to any problem lies at the end of a sword.

SWORD TEMPLATE (DOUBLE PORTFOLIO)

Appearance: This immortal is a sword. It may well animate of its own accord or it will allow itself to be wielded by another deity it deems worthy.

NB: These immortal partnerships can exceed typical artifact limits.

Demeanor: These beings are preoccupied with bettering themselves.

PEACE

Aspects: Calm, Harmony, Mercy, Paladins, Protection, Sleep

Opposed Portfolio: War

Examples: Kuan Yin (Chinese)

Favored Animal: Dove (natural)

Favored Class: Paladin

Favored Place: Area where no blood has been spilt

Favored Sacrifice: Flowers

Favored Time: Spring Equinox

Favored Weapon: Net

Portfolio Trial: You must bring peace between two warring factions.

Prerequisites: Any good alignment

Symbol: Open Hand

Typical Quote: "War is a cowardly escape from the problems of peace."

PEACE DOMAIN

Granted Power: You gain a +2 Charisma bonus.

1 **Sanctuary:** Opponents can't attack you and you can't attack.

2 **Calm Emotions:** Calms creatures, negating negative emotions.

3 **Suggestion:** Compels subject to follow stated course of action.

4 **Tongues:** Speak any language.

5 **Hold Monster:** As *hold person*, but any creature.

6 **Suggestion, Mass:** As *suggestion*, plus one subject/level.

7 **Repulsion:** Creatures can't approach you.

8 **Binding:** Utilizes an array of techniques to imprison a creature.

9 **Hold Monster, Mass:** As *hold monster*, but all within 30 ft.

REALM

You create a divine realm of true peace and tranquility.

Plane (Old One): The entire realm has an innate calming effect. Treat as a calm emotions spell effect with the Will save DC starting at 11 and increasing by +1 for every hour spent therein.

Inhabitants: Your plane fills the entire dimension.

PEACE TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation appears non-threatening and to an extent even weak and helpless.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: Such deities are almost impossible to anger.

PEACE TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is even more helpless.

Demeanor: The immortal is self-effacing, kind and above all calm even in the midst of battle.

TABLE 3-58: (SINGLE) PEACE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sheep's Strength</i> <i>Stay Thy Hand</i>	Use any peace domain spell as spell-like ability <i>Competence penalty to strength equal to your divine rank</i> <i>Competence penalty to attack rolls equal to your divine rank</i>	Standard Always Active Always Active
Prophet	Protection	You gain an armor class bonus equal to your divine rank	Always Active
Hero-deity	Scion of Peace	Competence bonus equal to your divine rank on all saving throws	Always Active
Quasi-deity	Protected Servants	Summoned creatures have fast healing equal to your divine rank	Always Active
Demi-deity	Spirit of Peace	Immunities against your enchantment effects only 50% effective as are the effects of rage	Always Active
Lesser Deity	Superior Iatric [Effect]	Bless your allies with healing energy	Variable
Intermediate Deity	Uncanny Iatric Mastery	Bless your allies with healing energy	Variable
Greater Deity	Tranquility	Fast healing equal to half your HD so long as you do not commit an aggressive act that round	Always Active
Elder One	Innocence	You cannot be harmed by beings of an equal or lower divine rank so long as you have not committed an aggressive act that day	Always Active
	<i>Cosmic Imperfection (War)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active
Old One	Pariah of War	Evocation spells/effects cease to function in your divine realm	Always Active

TABLE 3-59: DOUBLE PEACE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Sheep's Strength</i> <i>Stay Thy Hand</i>	Use two peace domain spells as spell-like abilities each round <i>Competence penalty to strength equal to double your divine rank</i> <i>Penalty to attack rolls equal to double your divine rank</i>	Standard + Swift Always Active Always Active
Prophet	Greater Protection	You gain an armor class bonus equal to double your divine rank	Always Active
Hero-deity	Greater Scion of Peace	Competence bonus equal to double your divine rank on all saving throws	Always Active
Quasi-deity	Protected Servants	Those summoned gain AC bonus equal to your divine rank x2	Always Active
Demi-deity	Perfect Spirit of Peace	Immunities against your enchantment effects totally ineffective and beings cannot enter a rage when they are within your divine aura	Always Active
Lesser Deity	Superior Iatric [Effect] (x2 HD)	Bless your allies with healing energy	Variable
Intermediate Deity	Uncanny Iatric Mastery (x2 HD)	Bless your allies with healing energy	Variable
Greater Deity	Greater Tranquility	Fast healing equal to your HD so long as you do not commit an aggressive act that round	Always Active
Elder One	Specular	Enemies suffer the same amount of damage they deal to you	Always Active
	<i>Cosmic Imperfection (War)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active
Old One	Deny Sleep	You can deny rest or sleep to any being in the universe	Free
First One	Transpersonal	Every enemy within your divine aura suffers an amount of damage equal to any damage you sustain	Always Active

[RACE] (EXAMPLE: ELVES)

Aspects: Different sub-races of elvenkind

Opposed Portfolio: Orcs

Examples: Frey (Norse)

Favored Animal: Eagle (natural)

Favored Class: Ranger

Favored Place: Forest

Favored Sacrifice: Art objects

Favored Time: First Day of Spring (Candlemas)

Favored Weapon: Longsword (melee), Bow (missile)

Portfolio Trial: You must elevate the status of your race.

Prerequisites: Any alignment other than Lawful Evil, must be of elven or half-elven ancestry.

Symbol: Star

Typical Quote: Upon first meeting "Enchanted I'm sure."

ELF DOMAIN

Granted Power: You gain point blank shot as a bonus feat.

- 1 **True Strike:** You gain +20 on your next attack roll.
- 2 **Cat's Grace:** Subject gains +4 to Dex for 1 min./level.
- 3 **Snare:** Creates a magic booby trap.
- 4 **Tree Stride:** Step from one tree to another far away.
- 5 **Commune with Nature:** You learn about terrain for 1 mile/level.
- 6 **Find the Path:** Shows most direct way to a location.
- 7 **Liveoak:** Oak becomes treant guardian.
- 8 **Sunburst:** Blinds all within 10 ft. deals 6d6 damage.

9 **Antipathy:** Object or location affected by spell repels certain creatures.

REALM

You create a layer akin to a forest populated by elves and faeriekind.

Hazards: Those not of elvenkind (including fey) are likely to be asked to leave (unless invited there by the immortal themselves) and forcefully extradited if needs be.

Inhabitants: Elves and Fey are attracted to this place and may be coerced into joining the immortal's retinue if their alignments are similar.

ELF TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation looks like the quintessential elven ideal.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: On the surface these immortals seem cold, aloof and reserved. However, within they are passionate and fiery.

ELF TEMPLATE (DOUBLE PORTFOLIO)

Appearance: These immortal's look like some sort of elven ideal. Such beings are unmistakably fey and of indeterminate sex.

Demeanor: These immortals are unconcerned with the affairs of other races and will be as ignorant and dismissive of them as they are interested and welcoming to one of their own race.

TABLE 3-60: (SINGLE) ELF PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Orc Vulnerability</i>	Use any elf domain spell as spell-like ability <i>Competence penalty to Constitution equal to your divine rank</i> <i>Suffer 50% extra damage from attacks made by orcs</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Strong-minded	You are immune to any mind affecting effects	Always Active
Hero-deity	Orc Slayer	Competence bonus to attack rolls, damage rolls and armor class equal to double your divine rank against orcs or their allies	Always Active
Quasi-deity	Improved Summoning (Fey)	Summoned fey have 50% more HD than normal	Always Active
Demi-deity	Embodiment of Elvenkind	Immunities against your enchantment effects only 50% effective	Always Active
Lesser Deity	Superior Bane (Orc) [Effect]	Assault your enemies with bane based attacks	Variable
Intermediate Deity	Uncanny Bane (Orc) Mastery	Assault your enemies with bane based attacks	Variable
Greater Deity	Fellowship of Elvenkind	Regenerate 1 hp/round for every elf/fey within your divine aura	Always Active
Elder One	Elven Messiah	You cannot be harmed either willingly or unwillingly by elves or fey of a lower divine rank	Always Active
	<i>Cosmic Imperfection (Orc)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Martyrdom	Elves or fey will throw themselves in front of attacks meant for you. You only sustain half damage when you have adjacent elf/fey allies	Free

TABLE 3-61: DOUBLE ELF PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Greater Orc Vulnerability</i>	Use two elf domain spells as spell-like abilities each round <i>Competence penalty to Con. equal to double your divine rank</i> <i>Suffer 100% extra damage from attacks made by orcs</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Scion of Skill	Competence bonus to dexterity equal to your divine rank	Always Active
Hero-deity	Orc Slayer	Competence bonus to attack rolls, damage rolls and armor class equal to double your divine rank against orcs or their allies	Always Active
Quasi-deity	Perfect Summoning (Fey)	Summoned fey have 200% more HD than normal	Always Active
Demi-deity	Greater Embodiment of Elvenkind	Immunities against your enchantment effects totally ineffective	Always Active
Lesser Deity	Superior Bane (Orc) [Effect] (x2 HD)	Assault your enemies with bane based attacks	Variable
Intermediate Deity	Uncanny Bane (Orc) Mastery (x2 HD)	Assault your enemies with bane based attacks	Variable
Greater Deity	Fellowship of Elvenkind	Regenerate 2 hp/round for every elf/fey within your divine aura	Always Active
Elder One	Faerie King/Queen	You automatically dominate any elves/fey of a lower divine rank	Always Active
	<i>Cosmic Imperfection (Orc)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Divine Presence (Elves/Fey only)	Allies within your divine aura gain a divine ability of your choice	Free
First One	Cosmic Presence (Elves/Fey only)	Allies within your divine aura gain a cosmic ability of your choice	Free

REVENGE

Aspects: Hate, Vengeance

Opposed Portfolio: Love

Examples: Horus (Egyptian), Vali (Norse)

Favored Animal: Any bird of prey (natural)

Favored Class: Ranger and Assassin

Favored Place: Scene of a great magical event

Favored Sacrifice: Spells

Favored Time: Fall Equinox

Favored Weapon: Spear

Portfolio Trial: You must have suffered the loss of someone dear to you.

Prerequisites: Any non-chaotic alignment

Symbol: Drop of blood, blood colored object

Typical Quote: "Life being what it is, one dreams of revenge."

REVENGE DOMAIN

Granted Power:

- Shield of Faith:** Aura grants +2 or higher deflection bonus.
- Bear's Endurance:** Subject gains +4 to Con for 1 min./level.
- Speak with Dead:** Corpse answers one question/two levels.
- Fire Shield:** Creatures attacking you take fire damage, you are protected from heat or cold.
- Mark of Justice:** Designates action that will trigger curse on subject.
- Banishment:** Banishes 2 HD/level of extraplanar creatures.

7 **Spell Turning:** Reflects 1d4+6 spell levels back at caster.

8 **Discern Location:** Reveals exact location of creature or object.

9 **Storm of Vengeance:** Storm rains acid, lightning and hail.

REALM

You create a realm filled with hunters and prey where the lines between which is which change between one minute and the next.

Hazards: Stray from the path and you are fair game for any of this realm's denizens or the traps they have prepared.

Inhabitants: Carnivorous animals are common, many of whom may be dire or legendary versions.

REVENGE TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation appears normal, however, when you look deep into their eyes you can see a bitterness and hatred.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These deities are impatient and cannot relax, only in pursuit of those who have slighted them do they truly find contentment.

REVENGE TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Outwardly these deities appear normal. But if you stare into the eyes of such an immortal you will see the object of their hatred.

Demeanor: Such immortals can never rest and will tirelessly pursue its quarry.

TABLE 3-62: (SINGLE) REVENGE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Pig's Splendor</i> <i>Blinded by Hate</i>	Use any revenge domain spell as spell-like ability <i>Competence penalty to charisma equal to your divine rank</i> <i>Competence penalty (equal to your divine rank) against enchantment spells and effects</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Hatred	Favored enemy bonus equal to your divine rank	Always Active
Hero-deity	Spirit of Vengeance	Competence bonus to attack rolls, damage rolls and armor class equal to double your divine rank against opponents who have injured you that day	Always Active
Quasi-deity	Hate Fuelled	Your summoned creatures have 50% more HD if of an alignment opposed to a favored enemy within your divine aura	Always Active
Demi-deity	Bloodstrike	Expend up to 1 hp per HD and add that amount to your damage	Free
Lesser Deity	Superior Bane [Effect]	Assault your enemies with bane based attacks	Variable
Intermediate Deity	Uncanny Bane Mastery	Assault your enemies with bane based attacks	Variable
Greater Deity	Bloodstained Soul	Regenerate 5 hp for every successful hit you score that round	Always Active
Elder One	Nemesis	Choose one individual, against that foe you gain a damage bonus equal to ten times your divine rank	Always Active
	<i>Cosmic Imperfection (Love)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Pariah of Love	Enchantment spells/effects do not function within your realm	Always Active

TABLE 3-63: DOUBLE REVENGE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Pig's Splendor</i> <i>Blinded by Hate</i>	Use two revenge domain spells as spell-like abilities each round <i>Competence penalty to charisma equal to double your divine rank</i> <i>Competence penalty (equal to double your divine rank) against enchantment spells and effects</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Incite to Hatred	Allies gain favored enemy bonus equal to your divine rank	Always Active
Hero-deity	Greater Spirit of Vengeance	Competence bonus to attack rolls, damage rolls and armor class equal to double your divine rank against opponents who have injured you that day	Always Active
Quasi-deity	Hate Filled	Your summoned creatures have 200% more HD if of an alignment opposed to a favored enemy within your divine aura	Always Active
Demi-deity	Improved Bloodstrike	Expend up to 2 hp per HD and add that amount to your damage	Free
Lesser Deity	Superior Bane [Effect] (x2 HD)	Assault your enemies with bane based attacks	Variable
Intermediate Deity	Uncanny Bane Mastery (x2 HD)	Assault your enemies with bane based attacks	Variable
Greater Deity	Bloodstained Soul	Regenerate 10 hp for every successful hit you score that round	Always Active
Elder One	Counterstrike	Gain one attack at the end of the round for each time you were hit	Free
	<i>Cosmic Imperfection (Love)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Legendary Constitution	Your constitution score is doubled	n/a
First One	Transmigration	If slain your spirit possesses the body of your destroyer	Always Active

SCIENCE

Aspects: Artifice, Invention, Psionics, Technology
Opposed Portfolio: Magic
Examples: Tvashtri (Indian)
Favored Animal: Frog
Favored Class: Expert
Favored Place: Laboratory
Favored Sacrifice: New inventions
Favored Time: First day of Summer (Beltane)
Favored Weapon: Crossbow, Pistol, weapon with mechanical parts.
Portfolio Trial: You must invent something that changes society.
Prerequisites: Any neutral alignment
Symbol: Wheel or Circle
Typical Quote: "Science may set limits to knowledge, but should not set limits to imagination."

SCIENCE DOMAIN

Granted Power: You gain a +2 bonus to Intelligence.
1 Encrypt: Text cannot be deciphered.
2 Brainwash: Subject forgets the past 24 hours.
3 Brain Drain: Subject loses 1d6 points of Intelligence, which are gained by the caster.
4 Dissect: Cutting beam has chance to sever one of an opponent's appendages.
5 Neutron Beam: Ray deals 5 points of damage/level (max 75), passes through multiple targets.
6 Force Field: Aura blocks 50 hit points of damage and regenerates 1 point/round.

TABLE 3-64: (SINGLE) SCIENCE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Aversion to Magic</i> <i>Fly's Endurance</i>	Use any science domain spell as spell-like ability <i>Magic spells only 50% effective upon you</i> <i>Competence penalty to constitution equal to your divine rank</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	<i>Aversion to Magic</i>	<i>Magic spells only 50% effective upon you</i>	<i>Always Active</i>
Hero-deity	Appliance of Science	Competence bonus on attack rolls, damage rolls and armor class equal to your divine rank against spellcasting opponents	<i>Always Active</i>
Quasi-deity	Improved Summoning (Psionic)	Psionic beings summoned by you have 50% more HD	<i>Always Active</i>
Demi-deity	Divine Energy	Energy based effects (e.g. fire) you cause are 50% divine damage	<i>Always Active</i>
Lesser Deity	Superior Electricity [Effect]	Assault your enemies with electricity based attacks	Variable
Intermediate Deity	Uncanny Electricity Mastery	Assault your enemies with electricity based attacks	Variable
Greater Deity	Fast Healing	Gain fast healing equal to 1/2 your HD	<i>Always Active</i>
Elder One	Enlightened <i>Cosmic Imperfection (Magic)</i>	You know all psionic talents <i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Magic Pariah	Magic ceases to function in your divine realm	<i>Always Active</i>

TABLE 3-65: DOUBLE SCIENCE PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Greater Aversion to Magic</i> <i>Fly's Endurance</i>	Use two science domain spells as spell-like abilities each round <i>Magic spells only 25% effective upon you</i> <i>Competence penalty to constitution equal to double your divine rank</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	<i>Greater Aversion to Magic</i>	<i>Magic spells only 25% effective upon you</i>	<i>Always Active</i>
Hero-deity	Greater Appliance of Science	Competence bonus on attack rolls, damage rolls and armor class equal to double your divine rank against spellcasting opponents	<i>Always Active</i>
Quasi-deity	Perfect Summoning (Psionic)	Psionic beings summoned by you have 200% more HD	<i>Always Active</i>
Demi-deity	Divine Energy	Energy based effects (e.g. fire) you cause are 100% divine damage	<i>Always Active</i>
Lesser Deity	Superior Elec. [Effect] (x2 HD)	Assault your enemies with electricity based attacks	Variable
Intermediate Deity	Uncanny Elec. Mastery (x2 HD)	Assault your enemies with electricity based attacks	Variable
Greater Deity	Improved Fast Healing	Gain fast healing equal to your HD	<i>Always Active</i>
Elder One	Ensorcelled <i>Cosmic Imperfection (Magic)</i>	You can use any number of psionic talents per day <i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Legendary Intelligence	Your intelligence score is doubled	n/a
First One	Sophism	Ignore magic by making a Will save (DC = spell penetration roll)	<i>Always Active</i>

- 7 Experiment:** As *wish*, but chance of failure.
8 Radiation Poisoning: As *poison*, but affects all within 30 ft. radius
9 Self-Destruct: You explode, dealing 100 points of damage to all within a 100 ft. radius.

REALM

You create a realm akin to a vast laboratory or the inner circuits of a computer, populated by your experiments...and failed experiments.
Hazards: Your layer, dominates the plane to which it is abridged.
Inhabitants: Constructs and experiments populate such realms.

SCIENCE TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation is incredibly frightening. Anyone within the radius of the immortal's divine aura must make a Will save (DC 10 +) or become frightened.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals are inquisitive and always tinkering with some idea or contraption.

SCIENCE TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is even more

Demeanor: The immortal is more often than not preoccupied with some equation or interpreting situations as equations to better formulate a strategy.

SEA

Aspects: Oceans, Rivers, Water

Opposed Portfolio: Fire

Examples: Poseidon (Greek)

Favored Animal: Fish (natural), Kraken (supernatural)

Favored Class: Druid, Ranger

Favored Place: Underwater, or place surrounded by as much water as possible, coastal city.

Favored Sacrifice: Things washed ashore, or to cast things overboard

Favored Time: First day of Winter (Samhain)

Favored Weapon: Trident

Portfolio Trial: You must have sailed around the world (non-epic) or journeyed to the lowest point in the ocean (epic).

Prerequisites: Any neutral alignment

Symbol: Waves

Typical Quote: "Either you decide to stay in the shallow end of the pool or you go out in the ocean."

SEA DOMAIN

Granted Power: You can turn or destroy fire creatures as a good creature destroys undead. Rebuke, command or bolster sea creatures as an evil cleric rebukes undead.

- 1 **Obscuring Mist:** Fog surrounds you.
- 2 **Fog Cloud:** Fog obscures vision.
- 3 **Water Breathing:** Sculpts stone into any shape.
- 4 **Control Water:** Raises or lowers bodies of water.
- 5 **Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.
- 6 **Cone of Cold:** 1d6/level cold damage.
- 7 **Acid Fog:** Fog deals acid damage.

8 **Horrid Wilting:** Deals 1d6/level damage within 30 ft.

9 **Elemental Swarm:** Summons multiple water elementals.

REALM

You create a realm abridging the elemental plane of water with buildings potentially above or below the liquid surface, or both.

Hazards: Those unable to breathe underwater may find this realm hazardous.

Inhabitants: All manner of aquatic creatures are attracted to these realms. If their alignments are similar they may become part of the immortal's retinue.

SEA TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation is part aquatic animal.

e.g. Poseidon has the body of a man, but the tail of a fish where he would otherwise have legs.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These deities are capricious and can be calm and restrained one moment yet violent and destructive the next.

SEA TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's entire manifestation is akin to some aquatic animal or composite of multiple aquatic animals.

Demeanor: These immortals are as changeable as the tide.

TABLE 3-66: (SINGLE) SEA PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Arid/Fire)</i> <i>Fire Vulnerability</i>	Use any sea domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while either within an arid (desert) or a fiery environment</i> <i>Suffer 50% extra damage from fire based attacks and spells</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Aquatic	You gain the aquatic subtype	Always Active
Hero-deity	Scion of the Sea	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class while you and your opponent are in the water	Always Active
Quasi-deity	Improved Summoning (Aquatic)	Aquatic creatures summoned have 50% more HD	Always Active
Demi-deity	Divine Cold	Your cold damage is treated as 50% divine damage	Always Active
Lesser Deity	Superior Cold [Effect]	Assault your enemies with cold based attacks	Variable
Intermediate Deity	Uncanny Cold Mastery	Assault your enemies with cold based attacks	Variable
Greater Deity	Aquatic Regeneration	Gain regeneration equal to 1/2 HD while in the water	Always Active
Elder One	Aquatic Messiah <i>Cosmic Imperfection (Arid/Fire)</i>	Sea creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Fiery Pariah	Fire based spells/effects cease to function in your divine realm	Always Active

TABLE 3-67: DOUBLE SEA PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Arid/Fire)</i> <i>Fire Vulnerability</i>	Use two sea domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while either within an arid (desert) or a fiery environment</i> <i>Suffer 100% extra damage from fire based attacks and spells</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Cold Resistance	You gain cold resistance equal to 1/2 your HD	Always Active
Hero-deity	Greater Scion of the Sea	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class while you and your opponent are in the water	Always Active
Quasi-deity	Perfect Summoning (Aquatic)	Aquatic based creatures summoned have 200% more HD	Always Active
Demi-deity	Perfect Divine Cold	Your cold damage is treated as 100% divine damage	Always Active
Lesser Deity	Superior Cold [Effect] (x2 HD)	Assault your enemies with cold based attacks	Variable
Intermediate Deity	Uncanny Cold Mastery (x2 HD)	Assault your enemies with cold based attacks	Variable
Greater Deity	Improved Aquatic Regeneration	Gain regeneration equal to your HD while in the water	Always Active
Elder One	Lord of the Deep <i>Cosmic Imperfection (Arid/Fire)</i>	Automatically dominate (no save) aquatic creatures in your aura <i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Legendary Constitution	Your constitution is doubled	n/a
First One	Transpersonal (Aquatic locale)	All enemies within your divine aura suffer the same damage as you	Always Active

SECRETS

Aspects: Deceit, Illusions, Lies, Mazes, Occult
Opposed Portfolio: Knowledge
Examples: Amun (Egyptian)
Favored Animal: Hermit Crab, Tortoise, Turtle (natural), Minotaur (supernatural)
Favored Class: Sorcerer
Favored Place: Somewhere well hidden
Favored Sacrifice: Books, Scrolls
Favored Time: Last day of Autumn (Samhain)
Favored Weapon: Dagger
Portfolio Trial: No one alive must know your true name
Prerequisites: -
Symbol: Eye, or covered, obscure object.
Typical Quote: "If you reveal your secret to the wind you should not blame the wind for revealing them to the trees."

SECRETS DOMAIN

Granted Power: Add Bluff, Disguise and Hide to your list of cleric class skills.

- 1 **Disguise Self:** Changes your appearance.
- 2 **Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).
- 3 **Nondetection:** Hides subject from divination, scrying.
- 4 **Invisibility, Greater:** As *invisibility*, but subject can attack and stay invisible.
- 5 **False Vision:** Fools scrying with an illusion.
- 6 **Mislead:** Turns you invisible and creates illusory double.
- 7 **Screen:** Illusion hides area from vision, scrying.

TABLE 3-68: (SINGLE) SECRETS PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Pig's Splendor</i> <i>Veil of Secrecy</i>	Use any secrets domain spell as spell-like ability <i>Competence penalty to charisma equal to your divine rank</i> <i>Competence penalty equal to your divine rank on all rolls against an opponent that knows your true name</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	True Seeing	You are immune to illusions	Always Active
Hero-deity	Scion of Secrets	Competence bonus to AC equal to your divine rank	Always Active
Quasi-deity	Invisible Summoning	Those summoned are invisible (cannot be dispelled)	Always Active
Demi-deity	Embodiment of Secrets	True Seeing only 50% effective against your illusions	Always Active
Lesser Deity	Superior Withering (Int.) [Effect]	Assault your enemies with intelligence draining attacks	Variable
Intermediate Deity	Uncanny Withering (Int.) Mastery	Assault your enemies with intelligence draining attacks	Variable
Greater Deity	Secret Soul	Fast Healing equal to 1/2 your HD if you were not hurt that round	Always Active
Elder One	Nebulous <i>Cosmic Imperfection (Knowledge)</i>	50% chance to avoid attack or spell (stacks with incorporeality) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Total Intelligence	Temporarily add single opponent's intelligence score to your own	Free

TABLE 3-69: DOUBLE SECRETS PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Pig's Splendor</i> <i>Veil of Secrecy</i>	Use two secrets domain spells as spell-like abilities each round <i>Competence penalty to charisma equal to double your divine rank</i> <i>Competence penalty equal to double your divine rank on all rolls against an opponent that knows your true name</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Incorporeal	You gain the incorporeal traits	Always Active
Hero-deity	Greater Scion of Secrets	Competence bonus to AC equal to double your divine rank	Always Active
Quasi-deity	Blanked Summoning	Those summoned are <i>mind blanked</i> (cannot be dispelled)	Always Active
Demi-deity	Embodiment of Secrets	True Seeing ineffective against your illusions	Always Active
Lesser Deity	Superior Wither. (Int.) [Effect]	Assault your enemies with intelligence draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Int.) Mastery	Assault your enemies with intelligence draining attacks	Variable
Greater Deity	Secret Soul	Fast Healing equal to your HD if you were not hurt that round	Always Active
Elder One	Soniferous <i>Cosmic Imperfection (Knowledge)</i>	Increase the value of one artifact fourfold (double its power) <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a Always Active
Old One	Legendary Intelligence	Your intelligence score is doubled	n/a
First One	Interdimensional	75% chance to avoid attack or spell (stacks with incorporeality)	Always Active

8 **Mind Blank:** Subject is immune to mental/emotional magic and scrying.

9 **Imprisonment:** Entombs subject beneath the earth.

REALM

You create a new realm hidden from all others, but still linked to one plane.

Hazards: Finding anything within these realms is a challenge in itself, as it is rife with secret doors and passages, both mundane and magical in nature.

Inhabitants: Those with something to hide or those lurking menaces that like to spring from hiding can be found herein.

SECRETS TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation seems blurred and shadowy. Treat as if always having a *blur* spell in effect.

NB: When the immortal adopts a different form (through *Shapechanging* or *Wildshape* for instance), this trait is also adopted.

Demeanor: As their portfolios suggest, these reclusive immortals are secretive and rarely answer any direct questions even when pressed.

SECRETS TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is even more nebulous. Treat as if always having a *displacement* spell in effect.

Demeanor: Most of these immortals are so well hidden that they cannot be found. If you do happen to encounter one they communicate cryptically.

SKILL

Aspects: Dexterity

Opposed Portfolio: Luck

Examples: Sif (Norse)

Favored Animal: Cat (natural)

Favored Class: Any

Favored Place: Circus

Favored Sacrifice: Trophies

Favored Time: First Day of Summer (Beltane)

Favored Weapon: Any Exotic Weapon

Portfolio Trial: You must singlehandedly defeat an opponent of greater skill.

Prerequisites: Dexterity must be your highest ability score.

Symbol: Hand

Typical Quote: "Force has no place where there is need of skill."

SKILL DOMAIN

Granted Power: You gain a +2 bonus to Dexterity.

- 1 **True Strike:** +20 on your next attack roll.
- 2 **Cat's Grace:** Subject gains +4 to Dex for 1 min./level
- 3 **Haste:** Once creature/level moves faster, +1 on attack rolls, AC and Reflex saves.
- 4 **Freedom of Movement:** Subject moves normally despite impediments.
- 5 **Overland Flight:** You can fly at a speed of 40 ft. and can hustle over long distances.
- 6 **Cat's Grace, Mass:** As *cat's grace*, affects one subject/level.

- 7 **Limited Wish:** Alters reality - within spell limits.
- 8 **Moment of Prescience:** You gain insight bonus on single attack roll, check or save.
- 9 **Foresight:** "Sixth sense" warns of impending danger.

REALM

You create a realm which is akin to a massive boardgame with various tests and traps.

Hazards: Numerous tests and traps dot these realms and are a potential menace to non-natives.

Inhabitants: Creatures of exceptional dexterity are drawn to these places to test themselves.

SKILL TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation moves with an unearthly fluidity and grace, but otherwise appears normal.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals love to show off and are brash and confident.

SKILL TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is even more graceful, but otherwise appears normal.

Demeanor: These immortals never refuse a dare, and are almost blinded by their bravado and overconfidence.

TABLE 3-70: (SINGLE) SKILL PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Luck Prohibition</i>	Use any skill domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) to constitution</i> <i>You cannot benefit from luck bonuses</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Shield of Skill	You are immune to dexterity damage/drain	Always Active
Hero-deity	Scion of Skill	Competence bonus to dexterity equal to your divine rank	Always Active
Quasi-deity	Dextrous Brethren	Those summoned gain Dex. bonus equal to your divine rank	Always Active
Demi-deity	Embodiment of Skill	You can ignore an opponent's dodge bonuses	Always Active
Lesser Deity	Superior Withering (Dex.) [Effect]	Assault your enemies with dexterity draining attacks	Variable
Intermediate Deity	Uncanny Withering (Dex.) Mastery	Assault your enemies with dexterity draining attacks	Variable
Greater Deity	Show Off	Gain hit points equal to 1/2 your hit die when you perform a stunt	Always Active
Elder One	Legendary Dexterity <i>Cosmic Imperfection (Luck)</i>	Your dexterity score is doubled <i>One artifact in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Total Dexterity	Temporarily add single opponent's dexterity score to your own	Free

TABLE 3-71: DOUBLE SKILL PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Luck Prohibition</i>	Use two skill domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) to constitution</i> <i>You cannot benefit from luck bonuses</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Skill Ward	Allies within your aura are immune to dexterity damage/drain	Always Active
Hero-deity	Greater Scion of Skill	Competence bonus to dexterity equal to double your divine rank	Always Active
Quasi-deity	Wise Brethren	Those summoned gain Dex. bonus equal to your divine rank x2	Always Active
Demi-deity	Greater Embodiment of Skill	You can ignore an opponent's dexterity bonus (to AC)	Always Active
Lesser Deity	Superior Wither. (Wis.) [Effect]	Assault your enemies with dexterity draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Wis.) Mastery	Assault your enemies with dexterity draining attacks	Variable
Greater Deity	Big Show Off	Gain hit points equal to your hit die when you perform a stunt	Always Active
Elder One	Legendary Dexterity <i>Cosmic Imperfection (Luck)</i>	Your dexterity score is tripled <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Legendary Dexterity	Your dexterity score is quadrupled	n/a
First One	Transilient Reflexes	You no longer fail Reflex saving throws	Always Active

SKY

Aspects: Air, Wind

Opposed Portfolio: Mountain

Examples: Anu (Mesopotamian), Odin (Norse), Zeus (Greek)

Favored Animal: Eagle (natural)

Favored Class: Ranger

Favored Place: The higher the better, flying castle, mountain peak.

Favored Sacrifice: Hollow and translucent art objects, like a bottle.

Favored Time: First day of Spring (Candlemas)

Favored Weapon: Spear (melee weapon), Bow (missile weapon)

Portfolio Trial: -

Prerequisites: Any neutral alignment

Symbol: Clouds

Typical Quote: "The sky's the limit."

SKY DOMAIN

Granted Power: Turn or destroy earth creatures as a good cleric turns undead. Rebuke, command or bolster air creatures as an evil cleric rebukes undead.

- 1 **Obscuring Mist:** Fog surrounds you.
- 2 **Wind wall:** Deflects arrows, smaller creatures and gases.
- 3 **Gaseous Form:** Subject becomes insubstantial and can fly slowly.
- 4 **Air Walk:** Subject treads on air as if solid (climb at 45-degree angle)
- 5 **Control Winds:** Change wind direction and speed.
- 6 **Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.
- 7 **Control Weather:** Changes weather in local area.
- 8 **Whirlwind:** Cyclone deals damage and can pick up creatures.

TABLE 3-72: (SINGLE) SKY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Earth)</i>	Use any sky domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while standing on solid ground</i>	Standard <i>Always Active</i>
	<i>Vulnerable while Grounded</i>	<i>Suffer 50% extra damage from attacks and spells when not flying</i>	<i>Always Active</i>
Prophet	Flight (perfect) Wind Resistance	Fly at x3 land speed (or x3 existing flight speed) You sustain only 50% damage from wind based attacks and effects	Always Active Always Active
Hero-deity	Scion of the Sky	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class while both you and your opponent are flying	Always Active
Quasi-deity	Improved Summoning (Avian)	Avian creatures summoned have 50% more HD	Always Active
Demi-deity	Embodiment of the Wind	You can deny magical flight within your divine aura	Always Active
Lesser Deity	Superior Wind [Effect]	Assault your enemies with wind based attacks	Variable
Intermediate Deity	Uncanny Wind Mastery	Assault your enemies with wind based attacks	Variable
Greater Deity	Aerial Regeneration	Gain regeneration equal to 1/2 your HD while flying	Always Active
Elder One	Messiah of the Skies <i>Cosmic Imperfection (Earth)</i>	Flying creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Pariah of Earth and Stone	Earth based spells/effects cease to function in your divine realm	Always Active

TABLE 3-73: DOUBLE SKY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Earth)</i>	Use two sky domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while standing on solid ground</i>	Standard + Swift <i>Always Active</i>
	<i>Vulnerable while Grounded</i>	<i>Suffer 100% extra damage from attacks and spells when not flying</i>	<i>Always Active</i>
Prophet	Electricity Resistance Wind Immunity	You gain electricity resistance equal to your HD You are immune to damage from wind based attacks or effects	Always Active Always Active
Hero-deity	Greater Scion of the Sky	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class while both you and your opponent are flying	Always Active
Quasi-deity	Perfect Summoning (Avian)	Avian creatures summoned have 200% more HD	Always Active
Demi-deity	Master of the Wind	You can deny even natural flight within your divine aura	Always Active
Lesser Deity	Superior Wind [Effect] (x2 HD)	Assault your enemies with wind based attacks	Variable
Intermediate Deity	Uncanny Wind Mastery (x2 HD)	Assault your enemies with wind based attacks	Variable
Greater Deity	Improved Aerial Regeneration	Gain regeneration equal to your HD while flying	Always Active
Elder One	King of the Skies <i>Cosmic Imperfection (Earth)</i>	Dominate any avian creatures within your divine aura/realm <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active Always Active
Old One	Legendary Dexterity	Your dexterity is doubled	n/a
First One	Cosmic Winds	Substitute cosmic (d20s) damage for all uses of wind attacks	Variable

9 Elemental Swarm: Summons multiple air elementals.

REALM

You create a realm abridging the elemental plane of air, with isolated 'nests' of matter floating in mid-air controlled by your whims.

Hazards: Those unable to fly will have difficulty navigating around these realms.

Inhabitants: All manner of avians are attracted to these places. If their alignments are similar then they may be recruited into the immortal's retinue.

SKY TEMPLATE (SINGLE PORTFOLIO)

Appearance: Part of the immortal is winged or takes on avian characteristics. Usually the part in question is dependant on the second portfolio. This may simply be feathers on the immortal's equipment.

e.g. Odin (portfolios of Sky and War) wears a winged helmet, Horus (portfolios of Sky and Revenge) has the head of a hawk.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals appear aloof and seem to look down upon others.

SKY TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal gains a pair of wings.

Demeanor: The immortal is downright snobbish to the point of rudeness.

STOICISM

Aspects: Constitution, Endurance, Protection

Opposed Portfolio: Disease

Examples: Dagda (Celtic)

Favored Animal: Bear (natural) or Toad (familiar)

Favored Class: Barbarian

Favored Place: Area with a harsh climate

Favored Sacrifice: Endurance Test

Favored Time: Winter Solstice

Favored Weapon: Club

Portfolio Trial: Survive some test of hardship

Prerequisites: Constitution must be your highest ability score.

Symbol: Torso

Typical Quote: "You don't look so tough."

STOICISM DOMAIN

Granted Power: You gain a +2 bonus to Constitution.

1 **Endure Elements:** Exist comfortably in hot or cold environments.

2 **Bear's Endurance:** Subject gains +4 to Con for 1 min./level.

3 **Protection from Energy:** Absorbs 12 points/level of damage from one kind of energy.

4 **Stoneskin:** Ignore 10 points of damage per attack.

5 **Globe of Invulnerability:** As *lesser globe of invulnerability*, plus 4th-level spell effects.

6 **Bear's Endurance, Mass:** As bear's endurance, affects one subject/level.

7 **Spell Turning:** Reflect 1d4+6 spell levels back at the caster.

8 **Mind Blank:** Subject is immune to mental/emotional magic and

scrying.

9 **Regenerate:** Subjects severed limbs grow back, cures 4d8 damage +1/level (max +35)

REALM

You create a realm of hardship and struggle, where every day things (such as climbing some stairs) are taken to extremis (a thousand stairs where maybe fifty might suffice for instance).

Hazards: Expect endurance checks to be far more frequent for those traversing these realms.

Inhabitants: Only the toughest and most durable creatures populate these realms.

STOICISM TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation appears uncommonly tough and rugged.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These deities never complain and will bear any hardship or torture without so much as a whimper.

STOICISM TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation seems virtually solid.

Demeanor: Such immortals' rarely if ever communicate.

TABLE 3-74: (SINGLE) STOICISM PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Oblivious to Pain</i> <i>Sloth's Dexterity</i>	Use any stoicism domain spell as spell-like ability <i>You cannot tell how badly injured you are (keep hit points secret)</i> <i>Competence penalty to dexterity equal to your divine rank</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Shield of Stoicism	You are immune to constitution damage/drain	Always Active
Hero-deity	Scion of Stoicism	Competence bonus to constitution equal to your divine rank	Always Active
Quasi-deity	Stoic Brethren	Those summoned gain Con. bonus equal to your divine rank	Always Active
Demi-deity	Instrument of Stoicism	50% chance to ignore critical hits	Always Active
Lesser Deity	Superior Withering (Con.) [Effect]	Assault your enemies with constitution draining attacks	Variable
Intermediate Deity	Uncanny Withering (Con.) Mastery	Assault your enemies with constitution draining attacks	Variable
Greater Deity	Stoic Soul	Add constitution bonus to Fast Healing or Regeneration	Always Active
Elder One	Legendary Wisdom <i>Cosmic Imperfection (Disease)</i>	Your constitution score is doubled <i>One artifact in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Total Wisdom	Temporarily add single opponent's constitution score to your own	Free

TABLE 3-75: DOUBLE STOICISM PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Oblivious to Pain</i> <i>Sloth's Dexterity</i>	Use two stoicism domain spells as spell-like abilities each round <i>You cannot tell if you have been injured or not</i> <i>Competence penalty to dexterity equal to double your divine rank</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Constitution Ward	Allies within your aura are immune to constitution damage/drain	Always Active
Hero-deity	Greater Scion of Stoicism	Competence bonus to constitution equal to double your divine rank	Always Active
Quasi-deity	Stoic Brethren	Those summoned gain Con. bonus equal to your divine rank x2	Always Active
Demi-deity	Embodiment of Stoicism	You can ignore critical hits	Always Active
Lesser Deity	Superior Wither. (Con.) [Effect]	Assault your enemies with constitution draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Con.) Mastery	Assault your enemies with constitution draining attacks	Variable
Greater Deity	Stoic Soul	Add constitution score to Fast Healing or Regeneration	Always Active
Elder One	Legendary Constitution <i>Cosmic Imperfection (Disease)</i>	Your constitution score is tripled <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Legendary Constitution	Your constitution score is quadrupled	n/a
First One	Transilient Fortitude	You no longer fail Fortitude saving throws	Always Active

STRENGTH

Aspects: Courage, Heroism, Power

Opposed Portfolio: Fear

Examples: Hercules, Magni

Favored Animal: Bull (natural)

Favored Class: Barbarian

Favored Place: Arena (Gladiatorial), Colosseum etc.

Favored Sacrifice: Bull

Favored Time: Summer Solstice

Favored Weapon: Club

Portfolio Trial: You must defeat your greatest rival.

Prerequisites: Strength must be your highest ability score

Symbol: Muscled Arm

Typical Quote: "I'll grind your bones to make my bread!"

STRENGTH DOMAIN

Granted Power: You gain a +2 bonus to Strength.

- 1 **Enlarge Person:** Humanoid creatures double in size.
- 2 **Bull's Strength:** Subject gains +4 to strength for 1 min./level.
- 3 **Magic Vestment:** Armor or Shield gains +1 enhancement bonus per four levels.
- 4 **Spell Immunity:** Subject is immune to one spell per four levels.
- 5 **Righteous Might:** Your size increases and you gain combat bonuses.
- 6 **Stoneskin:** Ignores 10 points of damage per attack.
- 7 **Grasping Hand:** Large hand provides cover, pushes and grapples.
- 8 **Clenched Fist:** Large hand provides cover, pushes or attacks your foes.
- 9 **Crushing Hand:** Large hand provides cover, pushes or crushes your foes.

TABLE 3-76: (SINGLE) STRENGTH PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Rhino's Cunning</i> <i>Death before Dishonor</i>	Use any strength domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) to intelligence</i> <i>You cannot renege on a personal challenge</i>	Standard Always Active Always Active
Prophet	Shield of Strength	You are immune to strength damage/drain	Always Active
Hero-deity	Scion of Strength	Competence bonus (equal to your divine rank) to strength	Always Active
Quasi-deity	Strong Brethren	Those summoned gain Str. bonus equal to your divine rank	Always Active
Demi-deity	Instrument of Strength	Opponent's damage reduction or hardness only 50% effective	Always Active
Lesser Deity	Superior Withering (Str.) [Effect]	Assault your enemies with strength draining attacks	Variable
Intermediate Deity	Uncanny Withering (Str.) Mastery	Assault your enemies with strength draining attacks	Variable
Greater Deity	Strong Soul	Add strength bonus to Fast Healing or Regeneration	Always Active
Elder One	Legendary Strength <i>Cosmic Imperfection (Fear)</i>	Your strength score is doubled <i>One artifact in the universe can defeat your cosmic string ability</i>	n/a Always Active
Old One	Total Strength	Temporarily add single opponent's strength score to your own	Free

TABLE 3-77: DOUBLE STRENGTH PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Rhino's Cunning</i> <i>Death before Dishonor</i>	Use two strength domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) to intelligence</i> <i>You cannot renege on a personal challenge</i>	Standard + Swift Always Active Always Active
Prophet	Strength Ward	Allies within your aura are immune to strength damage/drain	Always Active
Hero-deity	Greater Scion of Strength	Competence bonus (equal to double your divine rank) to strength	Always Active
Quasi-deity	Stronger Brethren	Those summoned gain Str. bonus equal to your divine rank x2	Always Active
Demi-deity	Embodiment of Strength	You can ignore damage reduction or hardness	Always Active
Lesser Deity	Superior Wither. (Str.) [Effect]	Assault your enemies with strength draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Str.) Mastery	Assault your enemies with strength draining attacks	Variable
Greater Deity	Stronger Soul	Add strength score to Fast Healing or Regeneration	Always Active
Elder One	Legendary Strength <i>Cosmic Imperfection (Madness)</i>	Your strength score is tripled <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a Always Active
Old One	Legendary Strength	Your strength score is quadrupled	n/a
First One	Cosmic Presence	Allies within your divine aura gain Legendary Strength ability	Always Active

REALM

You create a realm not unlike a grand coliseum.

Hazards: The near constant challenges from others can grow wearisome (assuming its a friendly challenge) to more life-threatening (if the immortal's second portfolio is generally antagonistic, such as evil).

Inhabitants: The strongest beings and monsters are attracted to these realms. Any the immortal defeats in tests of strength may become part of your retinue.

STRENGTH TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation appears unfeasibly strong for their race, with bulging muscles that put all others in the shade.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: Such immortals are headstrong and confident and will use any opportunity to humble their peers.

STRENGTH TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is even more freakishly musclebound.

Demeanor: These immortals must be acknowledged as the strongest of their peers. If not they will challenge the others in whichever manner they deem appropriate until their reputation is secured.

SUN

Aspects: Dawn, Light, Morning

Opposed Portfolio: Darkness

Examples: Apollo (Greek), Ra (Egyptian)

Favored Animal: Phoenix (supernatural)

Favored Class: Cleric or Paladin

Favored Place: Desert

Favored Sacrifice: Burnt Offerings

Favored Time: Summer Solstice

Favored Weapon: Morningstar (Spiked Club)

Portfolio Trial: -

Prerequisites: Must be of a race that dwell in the sun (as opposed to subterranean races).

Symbol: Solar Disc

Typical Quote: "How very illuminating."

SUN DOMAIN

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning. Undead creatures that would be turned are instead destroyed.

- 1 **Endure Elements:** Exists comfortably in hot or cold environments.
- 2 **Heat Metal:** Make metal so hot it damages those who touch it.
- 3 **Searing Light:** Ray deals 1d8/two levels, more against undead.
- 4 **Fire Shield:** Creatures attacking you take fire damage while you are protected against cold.
- 5 **Flame Strike:** Smite foes with divine fire (1d6/level damage).
- 6 **Fire Seeds:** Acorns and berries become grenades and bombs.
- 7 **Sunbeam:** Beam blinds and deals 4d6 damage.

8 **Sunburst:** Blinds all within 10 ft., deals 6d6 damage..

9 **Prismatic Sphere:** As *prismatic wall*, but surrounds on all sides.

REALM

You create a realm that abridges the positive energy plane and acts like a shining beacon.

Hazards: Undead or those with undead traits suffer 1d10 positive energy damage each round. Those undead with the ability to energy drain suffer 2d10 positive energy damage each round.

All non-natives will suffer 1 point of dehydration damage per round, or double that for Aquatic sub-types.

Inhabitants: Positive energy creatures and occasionally fire based creatures are attracted to these realms.

SUN TEMPLATE (SINGLE PORTFOLIO)

Appearance: A bright light seems to emanate from behind the immortals head, regardless from which direction it is viewed from.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals generally adopt a lofty attitude.

SUN TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's entire manifestation radiates light.

Demeanor: These immortals look down on others who they believe beneath them.

TABLE 3-78: (SINGLE) SUN PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Sunless)</i> <i>Negative Energy Vulnerability</i>	Use any sun domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while within a sunless environment</i> <i>Suffer 50% extra damage from negative energy attacks and spells</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Light Immunity	You are immune to light and positive energy attacks and spells	Always Active
Hero-deity	Scion of the Sun	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class while bathed in sunlight	Always Active
Quasi-deity	Improved Summoning (Light)	Light based creatures summoned have 50% more HD	Always Active
Demi-deity	Lightbringer	You ignore turn resistance	Always Active
Lesser Deity	Superior Positive Energy [Effect]	Assault your enemies with positive energy based attacks	Variable
Intermediate Deity	Uncanny Positive Energy Mastery	Assault your enemies with positive energy based attacks	Variable
Greater Deity	Shining Soul	Regeneration equal to half your HD while bathed in sunlight	Always Active
Elder One	Shining Messiah <i>Cosmic Imperfection (Darkness)</i>	Light creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Dark Pariah	Dark based spells/effects cease to function in your divine realm	Always Active

TABLE 3-79: DOUBLE SUN PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Sunless)</i> <i>Negative Energy Vulnerability</i>	Use two sun domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while within a sunless environment</i> <i>Suffer 100% extra damage from negative energy attacks and spells</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Fire Resistance	You gain fire resistance equal to your HD	Always Active
Hero-deity	Greater Scion of the Sun	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class while bathed in sunlight	Always Active
Quasi-deity	Perfect Summoning (Light)	Light based creatures summoned have 200% more HD	Always Active
Demi-deity	Lightbringer	All undead turned are destroyed	Always Active
Lesser Deity	Superior Pos. En. [Effect] (x2 HD)	Assault your enemies with positive energy based attacks	Variable
Intermediate Deity	Uncanny Pos. En. Mastery (x2 HD)	Assault your enemies with positive energy based attacks	Variable
Greater Deity	Improved Shining Soul	Regeneration equal to your HD while bathed in sunlight	Always Active
Elder One	Sun King <i>Cosmic Imperfection (Darkness)</i>	Control (no save) light based creatures within your divine aura <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Free <i>Always Active</i>
Old One	Legendary Wisdom	Your wisdom score is doubled	n/a
First One	Cosmic Radiation	Substitute cosmic (d20s) damage for all uses of positive energy	Variable

THIEVERY

Aspects: Rogues, Trickery, Stealing

Opposed Portfolio: Labour

Examples: Hermes (Greek), No Cha (Chinese)

Favored Animal: Monkey (natural)

Favored Class: Rogue

Favored Place: Den of thieves, thieves guild.

Favored Sacrifice: Anything, the more valuable the better

Favored Time: Winter Solstice

Favored Weapon: Dagger

Portfolio Trial: You must steal something pivotal to society, and get away with it.

Prerequisites: Your highest class level must be in Rogue (or a rogueish prestige class).

Symbol: Mask, or something partially masked

Typical Quote: "The day is for honest men, the night for thieves."

THIEVERY DOMAIN

Granted Power: Add Bluff, Disguise and Hide to your list of cleric class skills.

- 1 **Disguise Self:** Changes your appearance.
- 2 **Invisibility:** Subject invisible 1 min./level or until it attacks.
- 3 **Nondetection:** Hides subject from divination, scrying.
- 4 **Confusion:** Subjects behave oddly for 1 round/level.
- 5 **False Vision:** Fools scrying with an illusion.

6 **Mislead:** Turns you invisible and creates illusory double.

7 **Screen:** Illusion hides area from vision, scrying.

8 **Polymorph Any Object:** Changes any subject into anything else.

9 **Time Stop:** You act freely for 1d4+1 rounds.

REALM

You steal the realm of another immortal.

Hazards: Something you possess is almost certainly going to be stolen from you.

Inhabitants: All manner of rogues, thieves and swindlers are drawn to such nefarious places. As well as creatures with innate abilities that can steal something or other.

THIEVERY TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal appears normal.

Demeanor: These immortals are often sarcastic, rarely saying what they mean, many are also cowardly and toadying.

THIEVERY TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal appears normal.

Demeanor: These immortals have no backbone for a standup fight and will always cheat to win at everything they do.

TABLE 3-80: (SINGLE) THIEVERY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Fly's Endurance</i>	Use any thievery domain spell as spell-like ability <i>Competence penalty to constitution equal to your divine rank</i> <i>Armor class penalty to equal to your divine rank</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Sixth Sense	You cannot be caught flat-footed	Always Active
Hero-deity	Scion of Thievery	Competence bonus to all rogue skills and sneak attack rolls equal to your divine rank	Always Active
Quasi-deity	Stolen Summons	The first creatures summoned by enemies within your divine aura are treated as if summoned by you (you can only steal one group at a time)	Always Active
Demi-deity	Improved Sneak Attack	50% of your sneak attack damage is divine damage	Always Active
Lesser Deity	Superior Thieving [Effect]	Drain your enemies of their wealth/equipment	Variable
Intermediate Deity	Uncanny Thieving Mastery	Drain your enemies of their wealth/equipment	Variable
Greater Deity	Hijack Healing	You can steal one healing spell per round cast within your aura	Always Active
Elder One	Cosmic Superimposition	You can steal an immortal's portfolio with a successful sneak attack	Always Active
	<i>Cosmic Imperfection (Labour)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Pariah of Labour	Labour domain spells/effects cease to function in your divine realm	Always Active

TABLE 3-81: DOUBLE THIEVERY PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Fly's Endurance</i> <i>Fly's Endurance</i>	Use two thievery domain spells as spell-like abilities each round <i>Competence penalty to constitution equal to double your divine rank</i> <i>Armor class penalty to equal to double your divine rank</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Cozen	You can steal a divine ability with a successful sneak attack	Free
Hero-deity	Greater Scion of Thievery	Competence bonus to all rogue skills and sneak attack rolls equal to double your divine rank	Always Active
Quasi-deity	Stolen Summons	The first and second group of creatures summoned by enemies within your divine aura are treated as if summoned by you	Always Active
Demi-deity	Perfect Sneak Attack	All your sneak attack damage is treated as divine damage	Always Active
Lesser Deity	Superior Thieving [Effect] (x2)	Drain your enemies of their wealth/equipment	Variable
Intermediate Deity	Uncanny Thieving Mastery (x2)	Drain your enemies of their wealth/equipment	Variable
Greater Deity	Greater Hijack Healing	You can steal two healing spells per round cast within your aura	Always Active
Elder One	Elusion	You can avoid attacks by making a Reflex save (DC = attack roll)	Always Active
	<i>Cosmic Imperfection (Labour)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Underhanded	You sneak attack with every hit	Free
First One	Sneak and Destroy	A successful sneak attack slays your opponent (DC = attack roll)	Always Active

THUNDER

Aspects: Lightning, Storms

Opposed Portfolio: Winter

Examples: Ramman (Mesopotamian), Thor (Norse).

Favored Animal: Goat (natural)

Favored Class: Barbarian

Favored Place: Mountain peak

Favored Sacrifice: Wooden items carved from a tree split by lightning.

Favored Time: Summer Solstice

Favored Weapon: Hammer

Portfolio Trial: You must catch lightning in a bottle.

Prerequisites: Any non-lawful alignment.

Symbol: Bolt of lightning

Typical Quote: "The brightest thunderbolt is elicted from the darkest storms!"

THUNDER DOMAIN

Granted Power: Turn or destroy cold creatures as a good cleric turns undead. Rebuke, command or bolster air creatures as an evil cleric rebukes undead.

1 **Shocking Grasp:** Touch delivers 1d6/level electricity damage.

2 **Fog Cloud:** Fog obscures vision.

3 **Lightning Bolt:** Electricity deals 1d6 damage/level.

4 **Shout:** Deafens all within cone and deals 5d6 sonic damage.

5 **Call Lightning Storm:** As call lightning but 5d6 damage per bolt.

6 **Chain Lightning:** 1d6 damage/level; 1 secondary bolt/level each deals half damage.

7 **Control Weather:** Changes weather in local area.

8 **Whirlwind:** Cyclone deals damage and can pick up creatures.

9 **Storm of Vengeance:** Storm rains acid, lightning and hail.

REALM

Your realm borders the quasi-elemental plane of lightning.

Hazards: The frequent storms that scour these realms can catch non-natives unawares.

Inhabitants: Creatures of the storm such as blue dragons and storm giants are attracted to these places.

THUNDER TEMPLATE (SINGLE PORTFOLIO)

Appearance: Some part of the immortal's manifestation (usually related to their other portfolio) crackles with electricity.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals are renowned for their violent tempers.

THUNDER TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's entire manifestation appears composed of electricity.

Demeanor: Such deities are extremely volatile.

TABLE 3-82: (SINGLE) THUNDER PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Undercover)</i> <i>Cold Vulnerability</i>	Use any thunder domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while there is a roof over your head</i> <i>Suffer 50% extra damage from cold based attacks and spells</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Electricity Immunity	You are immune to electricity	Always Active
Hero-deity	Scion of Storms	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class while there is a sky above your head	Always Active
Quasi-deity	Improved Summoning (Avian)	Avian creatures summoned have 50% more HD	Always Active
Demi-deity	Divine Electricity	Your electricity damage is treated as 50% divine damage	Always Active
Lesser Deity	Superior Electricity [Effect]	Assault your enemies with electricity based attacks	Variable
Intermediate Deity	Uncanny Electricity Mastery	Assault your enemies with electricity based attacks	Variable
Greater Deity	Electricity Absorption	Electricity damage heals you	Always Active
Elder One	Messiah of the Skies <i>Cosmic Imperfection (Underground)</i>	Flying creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Pariah of Earth and Stone	Earth based spells/effects cease to function in your divine realm	Always Active

TABLE 3-83: DOUBLE THUNDER PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Earth)</i> <i>Vulnerable while Grounded</i>	Use two thunder domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while standing on solid ground</i> <i>Suffer 100% extra damage from attacks and spells when not flying</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Electricity Reflection	Reflect any electricity based effect used within your divine aura	Always Active
Hero-deity	Greater Scion of Storms	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class while both you and your opponent are flying	Always Active
Quasi-deity	Perfect Summoning (Avian)	Avian creatures summoned have 200% more HD	Always Active
Demi-deity	Perfect Divine Electricity	Your electricity damage is treated as 100% divine damage	Always Active
Lesser Deity	Superior Electricity [Effect] (x2 HD)	Assault your enemies with electricity based attacks	Variable
Intermediate Deity	Uncanny Electricity Mastery (x2 HD)	Assault your enemies with electricity based attacks	Variable
Greater Deity	Improved Electricity Absorption	Use single source of electricity damage to give bonus hit points	Always Active
Elder One	Lord of Thunder <i>Cosmic Imperfection (Underground)</i>	Dominate electrical creatures within your divine aura/realm <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Legendary Strength	Your strength is doubled	n/a
First One	Cosmic Thunder	Substitute cosmic (d20s) damage for all uses of electricity	Variable

TIME

Aspects: Deja Vu
Opposed Portfolio: Entropy
Examples: Janus (Roman), Zurvan (Persian)
Favored Animal: Caterpillar/Butterfly or Moth (natural)
Favored Class: Wizard
Favored Place: Clock Tower
Favored Sacrifice: Something or someone ravaged by time.
Favored Time: Winter Solstice (end of the year)
Favored Weapon: Club
Portfolio Trial: You must race against time.
Prerequisites: Any non-chaotic alignment
Symbol: Clock, Hourglass
Typical Quote: "Everywhere is walking distance if you have the time."

TIME DOMAIN

Granted Power: You act as if hasted for a number of rounds per day equal to your cleric level.

- 1 **Sanctuary:** Opponents can't attack you and you can't attack.
- 2 **Calm Emotions:** Calms creatures, negating negative emotions.
- 3 **Haste:** One creature/level moves faster, +1 on attack rolls, AC and Reflex saves.
- 4 **Slow:** One subject/level takes only one action/round, -2 to AC, -2 on attack rolls.
- 5 **Permanency:** Make cerytain spells permanent.

- 6 **Contingency:** Sets trigger condition for another spell.
- 7 **Repulsion:** Creatures can't approach you.
- 8 **Temporal Stasis:** Puts subject into suspended animation.
- 9 **Time Stop:** You act freely for 1d4+1 rounds.

REALM

You create a realm of clockwork pecision.

Hazards: Time can flow differently in different parts of this realm.

Inhabitants: Primarily golems or other automatons will be found within such realms, or, much more rarely, creatures of temporal power.

TIME TEMPLATE (SINGLE PORTFOLIO)

Appearance: The age of the immortal fluctuates dependant upon their mood at the time.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals seem to change pace, one minute they are calm, thenext in a hurry.

TIME TEMPLATE (DOUBLE PORTFOLIO)

Appearance: These immortals are of indeterminate age and appear to shift before your very eyes. Treat as if always under the effects of a *blur* spell.

Demeanor: These immortals always appear in a hurry.

TABLE 3-84: (SINGLE) TIME PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Cold Vulnerability</i> <i>Slow Coach</i>	Use any time domain spell as spell-like ability <i>Cold based spells and effects are 50% more effective on you</i> <i>Competence penalty to on all rolls equal to your divine rank against opponent's who win initiative</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Temporal Resistance	50% chance to avoid temporal based spells and effects	Always Active
Hero-deity	Scion of the Times	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class when you win initiative	Always Active
Quasi-deity	Hasted Summoning	Allies summoned within your divine aura automatically <i>hasted</i>	Always Active
Demi-deity	Embodiment of Time	Immunities only 50% effective against your temporal effects	Always Active
Lesser Deity	Superior Withering (Dex.) [Effect]	Assault your enemies with dexterity draining attacks	Variable
Intermediate Deity	Uncanny Withering (Dex.) Mastery	Assault your enemies with dexterity draining attacks	Variable
Greater Deity	Clockwork Soul	Any existing fast healing or regeneration increases by 100%	Always Active
Elder One	Time Dilation	You gain twice as many actions each round	Always Active
	<i>Cosmic Imperfection (Entropy)</i>	<i>One artifact in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Pariah of Entropy	Entropic spells/effects cease to function in your divine realm	Always Active

TABLE 3-85: DOUBLE TIME PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Greater Cold Vulnerability</i> <i>Slow Coach</i>	Use two time domain spells as spell-like abilities each round <i>Cold based spells and effects are 100% more effective on you</i> <i>Competence penalty to on all rolls equal to double your divine rank against opponent's who win initiative</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Temporal Immunity	You are immune to temporal based spells and effects	Always Active
Hero-deity	Greater Scion of the Times	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class when you win initiative	Always Active
Quasi-deity	Slowed Summoning	Summoned enemies within your divine aura automatically <i>slowed</i>	Always Active
Demi-deity	Perfect Embodiment of Time	Immunities ineffective against your temporal effects	Always Active
Lesser Deity	Superior Wither. (Dex.) [Effect] (x2)	Assault your enemies with dexterity draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Dex.) Mastery (x2)	Assault your enemies with dexterity draining attacks	Variable
Greater Deity	Greater Clockwork Soul	Any existing fast healing or regeneration increases by 200%	Always Active
Elder One	Greater Time Dilation	You gain three times as many actions each round	Always Active
	<i>Cosmic Imperfection (Entropy)</i>	<i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i>
Old One	Paradox	Summon a duplicate of your opponent from the time stream	Full Round
First One	Transtemporal	You can travel through time at will	Always Active

TRAVEL

Aspects: Adventure, Gypsies, Messengers, Speed

Opposed Portfolio: Community

Examples: Hermes (Greek)

Favored Animal: Migrating Bird (natural)

Favored Class: Ranger

Favored Place: Variable

Favored Sacrifice: Footwear

Favored Time: First day of Spring (Candlemas)

Favored Weapon: Staff (walking stick)

Portfolio Trial: You must have travelled to every continent (non-epic) or every plane (epic).

Prerequisites: Any non-lawful alignment

Symbol: Footprint, Boot/Shoe

Typical Quote: "Travel only with the equals or betters, and if there are none, travel alone."

TRAVEL DOMAIN

Granted Power: Increase movement speed by 10 ft. Add survival to your list of cleric class skills.

- 1 **Expeditious Retreat:** Your speed increases by 30 ft.
- 2 **Spider Climb:** Grants ability to walk on walls and ceilings.
- 3 **Fly:** Subject flies at speed of 60 ft.
- 4 **Freedom of Movement:** Subject moves normally despite impediments.
- 5 **Plane Shift:** As many as eight subjects travel to another plane.
- 6 **Shadow Walk:** Step into shadows to travel rapidly.

7 **Teleport, Greater:** As teleport, but no range limit and no off-target arrival.

8 **Etherealness:** Travel to the ethereal plane with companions.

9 **Astral Projection:** Projects you and companions onto Astral Plane.

REALM

You create a realm which moves through the space between layers and planes.

Hazards: Those who visit this realm via mundane means could find themselves on a wholly different plane when they attempt to leave.

Inhabitants: Fast moving creatures or those with multiple legs are often encountered in these places.

TRAVEL TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal appears normal.

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: These immortals find it difficult to remain in any one place for any length of time. They always appear in a hurry to get somewhere.

TRAVEL TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal appears as a blur of constant motion. Treat as if always under the effects of a blur spell.

Demeanor: These immortals are unable to stand still for even a moment.

TABLE 3-86: (SINGLE) TRAVEL PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Cold Vulnerability</i> <i>Hyperactive</i>	Use any travel domain spell as spell-like ability <i>Cold based spells and effects are 50% more effective on you</i> <i>Competence penalty to on all rolls equal to your divine rank if you stay in the same location for more than one day</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Temporal Resistance	You are immune to spells and effects which impede movement	Always Active
Hero-deity	Scion of Travel	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class when you take your full movement that round	Always Active
Quasi-deity	Fleet of Foot	Allies summoned have double their normal movement rate	Always Active
Demi-deity	Embodiment of Travel	Immunities only 50% effective against your temporal effects	Always Active
Lesser Deity	Superior Withering (Con.) [Effect]	Assault your enemies with constitution draining attacks	Variable
Intermediate Deity	Uncanny Withering (Con.) Mastery	Assault your enemies with constitution draining attacks	Variable
Greater Deity	Traveller's Soul	Regeneration half your HD when you take your full movement	Always Active
Elder One	Supersonic <i>Cosmic Imperfection (Community)</i>	Your speed is increased one hundredfold <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Community Pariah	Group spells/effects cease to function in your divine realm	Always Active

TABLE 3-87: DOUBLE TRAVEL PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Greater Cold Vulnerability</i> <i>Hyperactive</i>	Use two travel domain spells as spell-like abilities each round <i>Cold based spells and effects are 100% more effective on you</i> <i>Competence penalty to on all rolls equal to double your divine rank if you stay in the same location for more than one hour</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Celerity	Your speed for all movement types is tripled	Always Active
Hero-deity	Greater Scion of Travel	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class when you take your full movement that round	Always Active
Quasi-deity	Fleet of Foot	Allies summoned have triple their normal movement rate	Always Active
Demi-deity	Perfect Embodiment of Travel	Immunities ineffective against your temporal effects	Always Active
Lesser Deity	Superior Wither. (Con.) [Effect] (x2)	Assault your enemies with constitution draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Con.) Mastery (x2)	Assault your enemies with constitution draining attacks	Variable
Greater Deity	Traveller's Soul	Regeneration equal to your HD when you take your full movement	Always Active
Elder One	Time Dilation <i>Cosmic Imperfection (Community)</i>	You gain twice as many actions each round <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Oblique Strike	Strike one opponent to damage another within your divine aura	Always Active
First One	Superluminal	Your speed is increased one millionfold	Always Active

WAR

Aspects: Battle, Combat, Fighting

Opposed Portfolio: Peace

Examples: Huitzilopochtli (Aztec), Tyr (Norse)

Favored Animal: Warhorse (natural)

Favored Class: Fighter

Favored Place: Battlefield

Favored Sacrifice: Enemies or Weapons

Favored Time: Summer Solstice

Favored Weapon: Any (typically Sword)

Portfolio Trial: You must incite a war between two factions, and be victorious in whichever side you chose.

Prerequisites: Weapon Focus

Symbol: Weapon

Typical Quote: "It is well that war is so terrible, else we should grow too fond of it."

WAR DOMAIN

Granted Power: Free martial weapon proficiency and weapon focus with the deity's favored weapon.

1 **Magic Weapon:** Weapon gains +1 bonus.

2 **Spiritual Weapon:** Magical weapon attacks on its own.

3 **Magic Vestment:** Armor or shield gains +1 enhancement bonus per four levels.

4 **Divine Power:** You gain attack bonus, +6 to Str and 1 hp/level.

5 **Flame Strike:** Smite foes with divine fire (1d6/level damage).

6 **Blade Barrier:** Wall of blades deals 1d6/level damage.

7 **Power Word Blind:** Blinds creature with 200 hp or less.

8 **Power Word Stun:** Stuns creature with 150 hp or less.

9 **Power Word Kill:** Kills creatures with 100 hp or less.

REALM

You create a realm of carnage where wages an endless war where in the absences of any outside threat the natives will battle amongst themselves.

Hazards: Any visitors here will be expected to fight. More respect is gained for those who fight and lose than those who flee. The fights themselves may not necessarily be to the death depending upon the immortal's alignment.

Inhabitants: Warriors and creatures of battle are drawn to these realms. Those defeated by the immortal may be drafted into their retinue.

WAR TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal must be wearing armor.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal is easily provoked into conflict.

WAR TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal is wholly encased in armor.

Demeanor: The immortal needs only the slightest excuse to pick a fight.

TABLE 3-88: (SINGLE) WAR PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Soldier's Death</i>	Use any war domain spell as spell-like ability <i>Competence penalty to wisdom equal to your divine rank</i> <i>Competence penalty to on all rolls equal to your divine rank for one week if you ever retreat</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Battle Ready	You can use armor or shields without penalty	Always Active
Hero-deity	Scion of War	Competence bonus on attack rolls equal to your divine rank	Always Active
Quasi-deity	Sons of Battle	Those summoned gain an attack bonus equal to your divine rank	Always Active
Demi-deity	Chink in the Armor	Ignore armor bonuses from armor/shields, not enhancement bonus	Always Active
Lesser Deity	Superior Force [Effect]	Assault your enemies with force attacks	Variable
Intermediate Deity	Uncanny Force Mastery	Assault your enemies with force attacks	Variable
Greater Deity	Warrior's Soul	You gain regeneration equal to half your HD while in combat	Always Active
Elder One	Unearthly Weapon Focus <i>Cosmic Imperfection (Psionic)</i>	You need only make touch attacks to hit <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Pariah of Peace	Peace domain spells/effects cease to function in your divine realm	Always Active

TABLE 3-89: DOUBLE WAR PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Lemming's Wisdom</i> <i>Soldier's Death</i>	Use two war domain spells as spell-like abilities each round <i>Competence penalty to wisdom equal to double your divine rank</i> <i>Competence penalty to on all rolls equal to double your divine rank for one month if you ever retreat</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Battle Hardened	Use weapons one size category larger than normal without penalty	Always Active
Hero-deity	Greater Scion of War	Competence bonus on attack rolls equal to double your divine rank	Always Active
Quasi-deity	Sons of Battle	Those summoned gain attack bonus of double your divine rank	Always Active
Demi-deity	Greater Chink in the Armor	Ignore even the enhancement bonuses of armor /shields	Always Active
Lesser Deity	Superior Force [Effect] (x2 HD)	Assault your enemies with force attacks	Variable
Intermediate Deity	Uncanny Force Mastery (x2 HD)	Assault your enemies with force attacks	Variable
Greater Deity	Warrior's Spirit	You gain regeneration equal to your HD while in combat	Always Active
Elder One	Legendary Warrior <i>Cosmic Imperfection (Peace)</i>	You base attack bonus (BAB + EAB) is doubled <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Counterstrike	Gain one attack at the end of the round for each time you were hit	Free
First One	Ultimate Weapon Focus	You never miss	Always Active

WEALTH

Aspects: Capitalism, Money, Trade

Opposed Portfolio: Charity

Examples: Hades (Greek), Kubera (Indian)

Favored Animal: Parrot (natural)

Favored Class: Aristocrat

Favored Place: Market, Treasure Hoard/Vault

Favored Sacrifice: Money

Favored Time: Winter Solstice

Favored Weapon: Crossbow (ranged)

Portfolio Trial: You must amass a fortune, your wealth must be at least double (single portfolio) or triple (double portfolio) normal.

Prerequisites: Any non-good alignment

Symbol: Gold coin, golden object

Typical Quote: "Lack of money is the root of all evil."

WEALTH DOMAIN

Granted Power: You cast conjuration spells at +1 caster level.

1 **Unseen Servant:** Invisible force obeys your command.

2 **Glitterdust:** Blinds creatures, outlines invisible creatures.

3 **Heat Metal:** Make metal so hot it damages those who touch it.

4 **Rusting Grasp:** Your touch corrodes iron and alloys.

5 **Secret Chest:** Hide expensive chest on ethereal plane, you can retrieve it at will.

6 **Guards and Wards:** Array of magic effects protects area.

7 **Magnificent Mansion:** Door leads to extradimensional mansion.

8 **Trap the Soul:** Imprisons subject within gem.

9 **Refuge:** Alters item to transport its possessor to you.

TABLE 3-90: (SINGLE) WEALTH PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities Aversion to Charity Social Status	Use any wealth domain spell as spell-like ability <i>Spells cast on you by allies only have 50% effectiveness</i> <i>Competence penalty to on all rolls equal to your divine rank against opponent's possessing more total wealth than you</i>	Standard Always Active Always Active
Prophet	Acid Resistance	You gain acid resistance equal to your HD	Always Active
Hero-deity	Scion of Wealth	Treat as if one ECL higher per divine rank for the purposes of determining the value of your artifacts/equipment	Always Active
Quasi-deity	Improved Summoning (Construct)	Constructs animated/created/summoned have 50% more HD	Always Active
Demi-deity	Bribery	Immunities 50% effective against your enchantment spells/effects	Always Active
Lesser Deity	Superior Thieving [Effect]	Steal the wealth from your enemies	Variable
Intermediate Deity	Uncanny Thieving Mastery	Steal the wealth from your enemies	Variable
Greater Deity	Golden Soul	Regeneration equal to half your HD while bedecked in gold/jewels	Always Active
Elder One	Soniferous <i>Cosmic Imperfection (Charity)</i>	Increase the value of one artifact fourfold (double its power) <i>One artifact in the universe can defeat your cosmic string ability</i>	n/a Always Active
Old One	Pariah of Charity	Spells/effects cast upon allies cease to function in your realm	Always Active

TABLE 3-91: DOUBLE WEALTH PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities Greater Aversion to Charity Social Status	Use two wealth domain spells as spell-like abilities each round <i>Spells cast on you by allies only have 25% effectiveness</i> <i>Competence penalty to on all rolls equal to double your divine rank against opponent's possessing more total wealth than you</i>	Standard + Swift Always Active Always Active
Prophet	Fire Resistance	You gain fire resistance equal to your HD	Always Active
Hero-deity	Greater Scion of Wealth	Treat as if two ECL higher per divine rank for the purposes of determining the value of your artifacts/equipment	Always Active
Quasi-deity	Perfect Summoning (Construct)	Constructs animated/created/summoned have 200% more HD	Always Active
Demi-deity	Perfect Bribery	Immunities ineffective against your enchantment spells/effects	Always Active
Lesser Deity	Superior Thieving [Effect] (x2 HD)	Steal the wealth from your enemies	Variable
Intermediate Deity	Uncanny Thieving Mastery (x2 HD)	Steal the wealth from your enemies	Variable
Greater Deity	Greater Golden Soul	Gain regeneration equal to your HD while bedecked in gold/jewels	Always Active
Elder One	Soniferous <i>Cosmic Imperfection (Charity)</i>	Increase the value of one artifact fourfold (double its power) <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a Always Active
Old One	Soniferous	Increase the value of one artifact fourfold (double its power)	n/a
First One	Ultimate Wealth	Increase the value of all artifacts sixteenfold (quadruple their power)	n/a

REALM

These fabulous realms are always fashioned from gold or other precious minerals.

Hazards: The temptation to steal part of the surroundings may be too great for some.

Inhabitants: Golems and other constructs are the primary guardians, though these realms often attract the greedy and needy.

WEALTH TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation is bedecked in jewelry and expensive clothes. Or perhaps part of their body is made of gems or precious metals.

e.g. An immortal with the magic and wealth portfolios may have gems for eyes or eyes of gold.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: Such immortals are always concerned with the cost of something, debts owed and how they can turn a profit.

WEALTH TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's manifestation is festooned with jewelry (multiple rings on each finger and so forth). Alternately the immortal is made of gemstone or some precious metal.

Demeanor: These immortals are capricious and greedy and would sell their mothers if they got the chance.

WINTER

Aspects: Cold, Ice, Frost
Opposed Portfolio: Thunder
Examples: Shakkak (North American)
Favored Animal: Polar Bear (natural)
Favored Class: Barbarian
Favored Place: Glacier
Favored Sacrifice: Frozen items
Favored Time: Winter Solstice
Favored Weapon: Pickaxe or Spear
Portfolio Trial: You must journey to both poles (non-epic) or the para-elemental plane of ice (epic).
Prerequisites: Any non-chaotic alignment
Symbol: Icicle
Typical Quote: "Wisdom comes with winters".

WINTER DOMAIN

Granted Power: You can turn or destroy fire creatures as a good creature destroys undead. Rebuke, command or bolster cold creatures as an evil cleric rebukes undead.

- 1 **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 **Chill Metal:** Cold metal damages those who touch it.
- 3 **Sleet Storm:** Hampers vision and movement.
- 4 **Wall of Ice:** Ice plane creates wall with 15 hp +1/vlevel, or hemisphere can trap creatures inside.
- 5 **Cone of Cold:** 1d6/level cold damage.

- 6 **Freezing Sphere:** Freezes water or deals cold damage.
- 7 **Control Weather:** Changes weather in local area.
- 8 **Polar Ray:** Ranged touch attack deals 1d6/level cold damage.
- 9 **Energy Drain:** Subject Gains 2d4 negative levels.

REALM

Your realm abridges, or opens onto the para-elemental plane of ice.

Hazards: Those within these realms take 1 hit point of cold damage per round assuming they are sheltered from the wind or 5 points of cold damage per round if caught in the open.

Inhabitants: Creatures with the cold sub-type are attracted to these realms and may become part of the immortal's retinue if alignments are similar.

WINTER TEMPLATE (SINGLE PORTFOLIO)

Appearance: Some part of the immortal's manifestation (usually related to their other portfolio) is frozen.

NB: When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal is cold (no pun intended) and detached.

WINTER TEMPLATE (DOUBLE PORTFOLIO)

Appearance: Same as the single portfolio except the immortal's entire manifestation appears sculpted from ice.

Demeanor: These immortals are even more uncaring and dispassionate.

TABLE 3-92: (SINGLE) WINTER PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Arid/Fire)</i> <i>Fire Vulnerability</i>	Use any winter domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) on all die rolls while either within an arid (desert) or a fiery environment</i> <i>Suffer 50% extra damage from fire based attacks and spells</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Cold Immunity	You are immune to cold	Always Active
Hero-deity	Scion of the Cold	Competence bonus (equal to your divine rank) on attack rolls, damage rolls and armor class while in sub-zero environment	Always Active
Quasi-deity	Improved Summoning (Cold)	Cold creatures summoned have 50% more HD	Always Active
Demi-deity	Divine Cold	Your cold damage is treated as 50% divine damage	Always Active
Lesser Deity	Superior Cold [Effect]	Assault your enemies with cold based attacks	Variable
Intermediate Deity	Uncanny Cold Mastery	Assault your enemies with cold based attacks	Variable
Greater Deity	Sub-zero Regeneration	Regeneration equal to 1/2 HD while in sub-zero environment	Always Active
Elder One	Winter Messiah <i>Cosmic Imperfection (Arid/Fire)</i>	Cold creatures of a lower divine rank cannot harm you (no save) <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Thunder Pariah	Electricity spells/effects cease to function in your divine realm	Always Active

TABLE 3-93: DOUBLE WINTER PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Hostile Environment (Arid/Fire)</i> <i>Fire Vulnerability</i>	Use two winter domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) on all die rolls while either within an arid (desert) or a fiery environment</i> <i>Suffer 100% extra damage from fire based attacks and spells</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Cold Reflection	Reflect any cold based attack used within your divine aura	Free
Hero-deity	Greater Scion of the Cold	Competence bonus (equal to double divine rank) on attack rolls, damage rolls and armor class while in sub-zero environment	Always Active
Quasi-deity	Perfect Summoning (Cold)	Cold based creatures summoned have 200% more HD	Always Active
Demi-deity	Perfect Divine Cold	Your cold damage is treated as 100% divine damage	Always Active
Lesser Deity	Superior Cold [Effect] (x2 HD)	Assault your enemies with cold based attacks	Variable
Intermediate Deity	Uncanny Cold Mastery (x2 HD)	Assault your enemies with cold based attacks	Variable
Greater Deity	Improved Sub-zero Regeneration	Regeneration equal to your HD while in sub-zero environment	Always Active
Elder One	Lord of Winter <i>Cosmic Imperfection (Arid/Fire)</i>	Automatically dominate (no save) cold creatures in your aura <i>Two artifacts in the universe can defeat your cosmic string ability</i>	<i>Always Active</i> <i>Always Active</i>
Old One	Legendary Constitution	Your constitution is doubled	n/a
First One	Cosmic Cold	Substitute cosmic (d20s) damage for all uses of cold	Variable

WISDOM

Aspects: Logic, Truth, Understanding

Opposed Portfolio: Madness

Examples: Athena (Greek)

Favored Animal: Owl (Familiar)

Favored Class: Cleric

Favored Place: School, University

Favored Sacrifice: Animal

Favored Time: Spring Equinox

Favored Weapon: Spear

Portfolio Trial: You must solve a mystery using only your wits.

Prerequisites: Wisdom must be your highest ability score.

Symbol: Owl

Typical Quote: "Wisdom is what's left after we have run out of personal opinions."

WISDOM DOMAIN

Granted Power: You gain a +2 Wisdom bonus.

- Augury:** Learns whether an action will be good or bad.
- Owl's Wisdom:** Subject gains +4 to wisdom for 1 min./level.
- Speak with Dead:** Corpse answers one question/two levels.
- Discern Lies:** Reveals deliberate falsehoods.
- True Seeing:** Lets you see things as they really are.
- Owl's Wisdom, Mass:** As owl's wisdom, affects one subject/level.
- Vision:** As legend lore but quicker and strenuous.
- Moment of Prescience:** You gain insight bonus on single attack roll, check or save.
- Foresight:** "Sixth sense" warns of impending danger.

TABLE 3-94: (SINGLE) WISDOM PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Pig's Splendor</i> <i>Ring of Truth</i>	Use any wisdom domain spell as spell-like ability <i>Competence penalty (equal to your divine rank) to charisma</i> <i>It is impossible for you to tell a lie</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Shield of Wisdom	You are immune to wisdom damage/drain	Always Active
Hero-deity	Scion of Wisdom	Competence bonus (equal to your divine rank) to wisdom	Always Active
Quasi-deity	Wise Brethren	Those summoned gain Wis. bonus equal to your divine rank	Always Active
Demi-deity	True Seeing	You are immune to illusions	Always Active
Lesser Deity	Superior Withering (Wis.) [Effect]	Assault your enemies with wisdom draining attacks	Variable
Intermediate Deity	Uncanny Withering (Wis.) Mastery	Assault your enemies with wisdom draining attacks	Variable
Greater Deity	Wise Soul	Add wisdom bonus to Fast Healing or Regeneration	Always Active
Elder One	Legendary Wisdom <i>Cosmic Imperfection (Madness)</i>	Your wisdom score is doubled <i>One artifact in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Total Wisdom	Temporarily add single opponent's wisdom score to your own	Free

TABLE 3-95: DOUBLE WISDOM PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Spell-like Abilities <i>Pig's Splendor</i> <i>Ring of Truth</i>	Use two wisdom domain spells as spell-like abilities each round <i>Competence penalty (equal to double your divine rank) to charisma</i> <i>You are compelled to always speak the truth</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Wisdom Ward	Allies within your aura are immune to wisdom damage/drain	Always Active
Hero-deity	Greater Scion of Wisdom	Competence bonus (equal to double your divine rank) to wisdom	Always Active
Quasi-deity	Wise Brethren	Those summoned gain Wis. bonus equal to your divine rank x2	Always Active
Demi-deity	Obviate	All allies within your divine aura are immune to illusions	Always Active
Lesser Deity	Superior Wither. (Wis.) [Effect]	Assault your enemies with wisdom draining attacks	Variable
Intermediate Deity	Uncanny Wither. (Wis.) Mastery	Assault your enemies with wisdom draining attacks	Variable
Greater Deity	Wiser Soul	Add wisdom score to Fast Healing or Regeneration	Always Active
Elder One	Legendary Wisdom <i>Cosmic Imperfection (Madness)</i>	Your wisdom score is tripled <i>Two artifacts in the universe can defeat your cosmic string ability</i>	n/a <i>Always Active</i>
Old One	Legendary Wisdom	Your wisdom score is quadrupled	n/a
First One	Transilient Will	You no longer fail Will saving throws	Always Active

REALM

You create a realm of pure logic where disembodied thoughts often mathematical formulas can be seen floating through the air.

Hazards: Your wisdom modifier replaces your movement speed.

Inhabitants: New creatures may evolve from equations to govern and defend this realm.

WISDOM TEMPLATE (SINGLE PORTFOLIO)

Appearance: These immortals appear older than they really are. In addition if their race has hair it will be long (including facial hair if possible).

NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.

Demeanor: The immortal is incredibly sharp witted and strong willed, but at the same time can appear logical and cold. They always tell the truth and its this brutal honesty that does not endear them to their fellow immortals.

WISDOM TEMPLATE (DOUBLE PORTFOLIO)

Appearance: These immortals appear ancient. In addition if their race has hair it will be ridiculously long (possibly even dragging on the ground).

Demeanor: These immortals are even more abrasive with their honesty.

Insert Illustration of Godly Powers in Action

POWERS

The deity is power incarnate, soaked in the cosmic energy that permeates the metaverse. The measure and forms of such powers are manifold, shaped by the will of the deity to suit its purpose. Within this chapter are detailed the powers to be exploited by the divine. Anything from extensions to basic abilities to more sinister esoteric powers provide players and Games Masters with a plethora of options.

TYPES OF ABILITIES

There are five measures of power classifying the abilities that can be gained. These basically parallel the divine classes (mortal, immortal, sidereal, eternal and supernal).

- **Mortal Abilities (Feats):** These mundane abilities augment the talents of mortals.
NB. Epic feats are simply mortal abilities with higher prerequisites.
- **Divine Abilities:** The standard powers of immortals.
- **Cosmic Abilities:** The most powerful abilities immortals can gain.
- **Transcendent Abilities:** Incredible powers which can transcend the laws of reality of one dimension.
- **Omnific Abilities:** Unfeasibly powerful abilities which tap some aspect of infinity.
- **Metempiric Abilities:** Hypothetical esoteric ability possessed by the supreme being allowing them to wield the power of the akashic records and dictate the course of the universe.

GAINING ABILITIES

Typically abilities are gained as part of a divinity template (see chapter 2: Divinity) or portfolio template (see chapter 3: Portfolios). Each such template grants a certain number of divine ability slots. These can be used for not only divine abilities, but also for taking extra feats, or even gaining cosmic or greater abilities.

TABLE 4-1: GAINING ABILITIES

Type of Ability	Divine Ability Slots Required	Equivalent Magic Item Modifier
Mortal (Feat)	1/6	+1
Divine	1	+6
Cosmic	6	+36
Transcendent	36	+200
Omnific	200	+1200

Another method of gaining abilities is through feat slots. As Table 4-1: Gaining Abilities shows, six feat slots are required to gain even a single divine ability. Either the deity must delay choosing any feats with those slots or change them (see changing abilities).

- The immortal must of course meet any and all prerequisites for any ability it seeks to gain.

ESOTERIC ABILITIES

Some abilities are just simply beyond the comprehension of a given status to perceive and manifest alone, even if they have sufficient divine ability slots to accommodate the more powerful ability. Deities, in and of their own power, cannot manifest an ability typically above their divine status without external inspiration.

TABLE 4-2: ALLOWED ABILITIES BY STATUS

Divine Status	Typical Ability	Esoteric Ability
Mortal	Feat	Divine Ability
Immortal	Divine Ability	Cosmic Ability
Sidereal	Cosmic Ability	Transcendent Ability
Eternal	Transcendent Ability	Omnific Ability
Supernal	Omnific Ability	n/a

As such, the deity must not only have sufficient divine ability slots but also perform a given poignant action or undertake some esoteric quest. The exact nature of the quest is of course up to the GM.

LOSING ABILITIES

Its rare, but possible for a deity to lose an ability or even have it stolen from them. In cases of theft (such as from the Cozen divine ability) slaying the thief will return the ability. If an ability is somehow lost or destroyed it can be restored by expending the amount of quintessence noted under Table 4-3: Changing/Restoring Abilities or by using the appropriate amount of *miracles* or *wishes* in the same table.

CHANGING ABILITIES

Much like Feats, once set, abilities cannot normally be changed. However, with enough expenditure of resources anything is possible. Either quintessence or the *miracle* or *wish* spells can be used to change abilities as shown by Table 4-3: Changing/Restoring Abilities.

TABLE 4-3: CHANGING/RESTORING ABILITIES

Change	Quintessence	Miracles/Wishes
Feat	5000	1
Divine Ability	50,000	10
Cosmic Ability	500,000	100
Transcendent Ability	5,000,000	1000
Omnific Ability	50,000,000	10,000

ABILITIES VERSUS ANTI-MAGIC

As noted previously, immortals are immune to the effects of anti-magic when using their own abilities, artifacts (epic magic items) or epic spells (spells above 10th-level). All non-epic spells and supernatural effects (unless otherwise noted) are inhibited by the presence of Anti-Magic Fields even when being used by immortals. Abilities are divided into two categories. Extraordinary (Ex) and Supernatural (Su). All Abilities listed are noted as either being one or the other; however those of you wishing to create new abilities may find the following definitions of use.

- **Extraordinary Ability:** Any augmented natural ability with an internal (affects only the deity) and non-activated effect.
- **Supernatural Ability:** Any ability that is not an extraordinary ability.

DIVINE HANDICAPS

Divine handicaps are self-imposed penalties which in turn allow a deity to take an extra ability or abilities.

SELF SACRIFICE

Given that even mortal magic can virtually cure any ailment or disability, the idea of deities having weaknesses may seem incongruous. However, weaknesses can be just as poignant symbols as strengths. For example, Tyr, the Norse god of law and war was renowned for having only one hand. Of course he could simply regenerate the hand, however the loss is a poignant symbol for the god. Simply regenerating it would cheapen the act of self sacrifice it represents. It is this embracing of mortality that further empowers the deity.

Of course philosophically that is all well and good, but this empowerment must be mechanically tangible to be worthwhile. Cosmic balance dictates that the extent of the decrease in power caused by the weakness is countered by an equally potent increase in some other area.

The simplest method of adjudicating weaknesses is simply to reverse the effects of an existing ability.

e.g. Tyr's loss of his right hand reduces his Dexterity score by 12 points. Equivalent to a divine ability in reverse. In return Tyr (an intermediate deity) gains one extra divine ability slot (he would have 13 instead of the normal 12 for an intermediate deity).

- An immortal can have a single divine handicap
- A sidereal can have one cosmic handicap and one divine handicap.
- An eternal can have one transcendental handicap, one cosmic handicap and one divine handicap.

CREATING YOUR OWN ABILITIES

The basic philosophy in outlining new abilities is simple: keep it specific. Creating new abilities that simply consist of myriad feats or lesser powered abilities when you can already choose those feats or abilities is simply creating an ability package, rather than a new ability. While both have merit, we will concentrate on creating new abilities, since those are the fundamental building blocks.

1 Feat = 1/6th ECL

1 Divine Ability = 6 Feats = 1 ECL

1 Cosmic Ability = 6 Divine Abilities = 6 ECL

1 Transcendent Ability = 6 Cosmic Abilities = 36 ECL

1 Omnific Ability = 6 Transcendent Abilities = 200 ECL

BONUS BASED ABILITIES

Feats which add bonuses can be divided into two categories, fluid and static. A fluid bonus applies to a modifier that already automatically increases when a new hit die or level is gained. A static bonus applies to any modifier that does not increase over the course of gaining new hit dice or levels. The following lists outline which are which.

- **Fluid Bonuses:** Attack, hit points, saving throws (and by extension special abilities that force a save to be made), skills, spell penetration (and by extension spell resistance).
- **Static Bonuses:** Armor class, damage, initiative, speed.

TABLE 4-4: FLUID VS. STATIC BONUSES

Change	Fluid Bonus	Static Bonus	Alternately
Feat	+1	+1	-
Epic Feat	+2	+1	-
Divine Ability	+18	+6	-
Cosmic Ability	+144	+36	Double
Transcendent Ability	+1000	+200	-
Omnific Ability	+7200	+1200	Infinite

e.g. Weapon Focus = +1 attack bonus, Epic Weapon Focus = +2 Attack Bonus, True Strike = +20 Attack Bonus, Legendary Warrior = Touch attacks only to hit; Perfect Strike = succeed on everything but a natural '1'.

METAMARTIAL MANOEUVERS

Metamartial maneuvers are the combat equivalent of metamagic. While metamagic adds power to a spell by increasing its effective spell level, metamartial combat allows for difficult melee maneuvers to be attempted in the heat of battle at the expense of the accuracy of the attack.

- It is recommended that all characters freely have access to metamartial maneuvers, since they are really just a way of making combat more entertaining (especially at epic levels) rather than offering any great mechanical advantage. The exception to this rule being the supernatural metamartial maneuvers.

- Characters **cannot** attempt any metamartial maneuver that would drop their base attack bonus (BAB) to less than zero.

e.g. The pit fiend Sharkon (BAB 18) could not attempt to make a death attack (-30 BAB) maneuver, but it could try a dazing attack (-15 BAB).

- If the attack roll (once any metamartial BAB penalties are applied) requires a natural 20 to hit the opponent, then any attempted effects are automatically ineffective.

- Certain metamartial maneuvers force the target to make a Fortitude DC to avoid the effect. The save DC is always equal to the attack roll.

e.g. Thrin attempts a death attack on the opponent. Thrin's attack bonus is +80, -30 for the death attack leaves +50. The d20 roll is 13 (a hit). Therefore the opponent must make a Fortitude save with a DC of 63 or die.

- Characters can combine multiple metamartial techniques in a single attack. In such cases all penalties stack.

e.g. Thrin attempts to combine a mighty attack with a stunning attack, in an effort to knock the opponent backwards and stun them. The combined BAB penalty for such an attack is -30.

- If two or more techniques force a saving throw to be made, the victim only need make one saving throw to avoid all such effects.

e.g. In the above example Thrin attempted to push the opponent backwards while simultaneously stunning them. The opponent need only make one Fortitude saving throw to avoid both effects.

TABLE 4-5: METAMARTIAL ACTIONS

Attempted Effect	Ex/Su	BAB Penalty	Save (Fort.)
Blinding Attack	Ex	-25	Yes
Crippling Attack	Ex	-5 or better	Yes
Dazing Attack	Ex	-15	Yes
Death Attack	Ex	-30	Yes
Disrupting Attack	Su	-60	Yes
Enlarge Attack*	Su	-5/doubling of reach	No
Hamstring Attack	Ex	-20	Yes
Hindering Attack	Ex	-5	Yes
Knockout Attack	Ex	-25	Yes
Lingering Attack	Ex	-5	Yes
Mighty Attack	Ex	-10	Yes
Obliterating Attack	Su	-40	Yes
Quicken Attack	Ex	-5/additional attack	No
Severing Attack	Ex	-30	Yes
Staggering Attack	Ex	-5	Yes
Stunning Attack	Ex	-20	Yes
Widen Attack*	Su	-15/doubling of area	No

*These supernatural effects should only be allowed at epic levels.

BLINDING ATTACK [EPIC] (EX)

Your attacks can blind an opponent.

Prerequisites: Base Attack Bonus +25.

Benefit: A successful attack can blind your opponent. You take a -25 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or be blinded.

A blinded opponent takes a -2 penalty to its Armor Class, loses its Dexterity bonus to AC (if any), moves at half speed and takes a -4 penalty on Search checks and on most Strength and Dexterity based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome them (GM's discretion).

Recovery Time: Typically permanent until magically healed. Opponents with fast healing or regeneration can recover their sight as soon as the damage for that individual attack could be undone.

e.g. If the attack that blinded the opponent dealt 18 points of damage and the opponent had fast healing 6, they would recover within 3 rounds.

Special: For this attack to work the target creature must have eyes in the conventional sense, that can be gouged or otherwise damaged (GM's discretion), a blinding attack might work on a vampire, but not a lich.

CRIPPLING ATTACK (EX)

Your attacks can cripple targets.

Prerequisites: Base Attack Bonus +5.

Benefit: A successful attack can deal 2 points of ability damage to any of the opponent's physical ability scores (Constitution, Dexterity or Strength). You take a -5 penalty to your BAB for the attack for every 2 points of ability damage you want to deliver. If you hit the target must make a Fortitude save (DC equals the attack roll) or suffer the ability damage.

Recovery Time: Typically permanent until magically healed.
Special: The target creature must be vulnerable to critical hits.

DAZING ATTACK (EX)

Your attacks can daze an opponent.

Prerequisites: Base Attack Bonus +15.

Benefit: A successful attack can daze your opponent. You take a -15 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or be dazed.

A dazed creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

Recovery Time: A dazed condition typically lasts 1 round.

Special: The target creature must be vulnerable to critical hits.

DEATH ATTACK [EPIC] (EX)

Your attacks are deadly.

Prerequisites: Base Attack Bonus +30.

Benefit: A successful attack can kill your opponent. You take a -30 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or be killed.

Recovery Time: Typically permanent until raised or resurrected.

Special: The target creature must be vulnerable to critical hits.

DISRUPTING ATTACK [EPIC] (SU)

Your attacks can disrupt any opponent.

Prerequisites: Base Attack Bonus +60, Turn/Rebuke Undead class feature.

Benefit: A successful attack can destroy any targets regardless of their physiognomy, such as air, fire or water elementals and incorporeal undead (such as spectres and wraiths). If you hit the target must make a Fortitude save (DC equals the attack roll) or be destroyed.

Recovery Time: Typically permanent, though a *miracle* or *wish* may restore the victim.

Normal: Typically, for a 'death' attack to work the target creature must be vulnerable to critical hits.

ENLARGE ATTACK [EPIC] (SU)

Effects of your attacks are felt beyond the natural reach of your weapon.

Prerequisites: Base Attack Bonus +21, Str 25

Benefit: Your attacks can affect foes outside the weapons normal reach. This is a supernatural attack. You take a -5 penalty to your BAB for each doubling of your reach (remember a double-double is a triple).

Special: When used, this attack seems to split the air before it, as if the force of the blow is so devastating that it rends reality itself. For instance, attacking an opponent at the opposite end of a tavern might well see the intervening tables and chairs destroyed.

e.g. Thrin takes a -20 penalty to his BAB, stacking the enlarge attack maneuver four times. This allows his sword strike to affect opponents 25 feet away (normal reach 5 feet, quintupled to 25 feet), enabling him to slash an archer on a nearby balcony.

HAMSTRING ATTACK (EX)

You can hamstring an opponent.

Prerequisites: Base Attack Bonus +20.

Benefit: A successful attack can hamstring your opponent. You take a -20 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or be unable to move.

Recovery Time: Typically permanent until magically healed.

Special: The target creature must be vulnerable to critical hits.

HINDERING ATTACK (EX)

Your attacks can hinder an opponent.

Prerequisites: Base Attack Bonus +5.

Benefit: A successful attack can inflict a -1 penalty to your opponent's armor class and attack rolls. You take a -5 penalty to your BAB for the attack for every penalty point you want to inflict. If you hit, the target must make a Fortitude save (DC equals the attack roll) or suffer the penalty. Multiple

penalties stack.

Recovery Time: Typically 1 round/level of the attacker.

Special: The target creature must be vulnerable to critical hits.

KNOCKOUT ATTACK (EX)

Your attacks can knock a foe unconscious.

Prerequisites: Base Attack Bonus +25.

Benefit: A successful attack can kill your opponent. You take a -25 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or be knocked unconscious. An unconscious opponent is totally helpless.

Recovery Time: Typically 1 round/level of the attacker.

Special: The target creature must be vulnerable to critical hits.

LINGERING ATTACK (EX)

Your attacks cause lasting damage.

Prerequisites: Base Attack Bonus +5

Benefit: A successful attack can cause extra damage in the following round to your opponent. You take a -5 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or take half damage again in the following round.

Special: The target creature must be vulnerable to critical hits.

MIGHTY ATTACK (EX)

Your attacks can send an opponent reeling.

Prerequisites: Base Attack Bonus +15, Target must be equal to or less than your light load.

Benefit: A successful attack can blast your opponent backwards. You take a -15 penalty to your BAB for the attack. If you hit, the target must make a Fortitude save (DC equals the attack roll) or be knocked backwards. If they fail the Fortitude save they must also make a Reflex save (same DC) or be knocked prone.

The distance such an opponent is knocked backwards depends on the relationship between the striker's strength and the target's weight. You can knock back something weighing equal to or less than your light load by 5 ft. For every halving of your light load the distance doubles (in this case a double-double is a quadruple). So for instance if your target weighs 1/20th your light load you would blast them back 20 times as far.

e.g. A fighter with 30 strength (light load 533 pounds) uses mighty attack against an orc (260 pounds with equipment). If the orc fails its Fortitude save then it will be knocked backwards 10 feet. If the same fighter used a mighty attack on a halfling (50 pounds with equipment) and the halfling failed its save, it would be knocked backwards 50 feet.

Knocking a target back 10 feet causes 1d6 damage assuming they strike a solid surface. Each time you quadruple the distance, double the damage.

e.g. 20 feet will cause 1d8, 40 feet will cause 2d6, 160 ft. will cause 4d6, 640 ft. will deal 8d6 damage, 2560 ft. will cause 10d10 damage, etc.

There is no cap to this damage, however the target must strike a solid object or be bowled along the ground to suffer this damage. You could use a mighty attack to knock targets into the air, use the same damage to simulate falling damage.

If a mighty attack causes a target to fly back and strike another opponent, the secondary target (who breaks their fall) suffers 1/2 the damage and the primary target suffers only 1/4 damage.

In extreme cases it may be possible to knock an opponent into orbit or even into the sun.

OBLITERATING ATTACK [EPIC] (SU)

Your attacks can obliterate opponents.

Prerequisites: Base Attack Bonus +40.

Benefit: A successful attack can destroy solid corporeal targets with an unnatural physiognomy, such as constructs, corporeal undead (such as skeletons and vampires) or earth elementals. You take a -40 penalty to your BAB for the attack. If you hit the target must make a Fortitude save

(DC equals the attack roll) or be obliterated.

Recovery Time: Typically permanent, though a *miracle* or *wish* may restore the victim.

Normal: Typically, for a 'death' attack to work the target creature must be vulnerable to critical hits.

QUICKEN ATTACK (EX)

You can quicken the pace of your attacking at the expense of accuracy.

Prerequisites: Base Attack Bonus +5

Benefit: A successful attack can daze your opponent. You take a -5 penalty to your BAB for all attacks made that round. You can make multiple extra attacks but the penalty is cumulative.

e.g. You can make three extra attacks by taking a -15 penalty to all attacks.

Special: Technically you could use this rule in place of iterative attacks. It is quicker, simpler and makes more sense.

e.g. Instead of a 20th-level fighter having +20/+15/+10/+5, it would have a +20 attack bonus if it used one attack and a +5 attack bonus if it used four attacks.

SEVERING ATTACK [EPIC] (EX)

Your attacks are deadly.

Prerequisites: Base Attack Bonus +30.

Benefit: A successful attack can sever one of your opponent's appendages (arm, head, leg, tail, wing etc.). You take a -30 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or the appendage is severed.

Recovery Time: Typically permanent until regenerated. Those with regeneration, regrow lost appendages in 3d6 minutes. Or they can reattach the severed appendage by holding it in place for a full round.

STAGGERING ATTACK (EX)

You can stagger your opponent with a single strike.

Prerequisites: Base Attack Bonus +5

Benefit: A successful attack can leave your opponent shaken. You take a -5 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or be shaken.

A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks and ability checks.

Recovery Time: Typically 1 round/level of the attacker.

Special: The target creature must be vulnerable to critical hits.

STUNNING ATTACK (EX)

Your blows can stun an opponent.

Prerequisites: Base Attack Bonus +20

Benefit: A successful attack can stun your opponent. You take a -20 penalty to your BAB for the attack. If you hit the target must make a Fortitude save (DC equals the attack roll) or be stunned.

A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Recovery Time: Typically 1 round/level of the attacker.

Special: The target creature must be vulnerable to critical hits.

THROW ATTACK (EX)

Your attacks can send an opponent reeling.

Prerequisites: Grapple Bonus +15

Benefit: After a successful grapple check you can hurl your opponent in any direction. You take a -15 penalty to your BAB for the attack.

WIDEN ATTACK [EPIC] (SU)

The effects of your blows can devastate an area.

Prerequisites: Base Attack Bonus +15, Enlarge Attack, Str 25

Benefit: Your attacks can affect foes outside the weapons normal reach. This is a supernatural attack. You take a -15 penalty to your BAB for each doubling of your area (remember a double-double is a triple) and all targets within a cone shaped area are affected by your attack.

TABLE 4-6: NEW EPIC FEATS (MORTAL ABILITIES)

#	Feat Name	Ex/Su	Prerequisites	Benefit
1	Amazing Pockets (S)	Su	Sleight of Hand 25 Ranks	You can steal objects too big to be concealed
2	Anoxia	Su	<i>Special</i>	You gain a new feat for every near death experience
3	Apophenia	Ex	Dex 25, Rage 5/day	Whilst raging your dexterity increases instead of your strength
4	Automatic Metamagic Capacity (S)	Su	Cast 9th-level spells, Four Metamagic Feats	Gain a free spell level of metamagic
5	Automatic Writing	Su	Int 25, Scribe Scroll	Any spells you witness are automatically added to your spellbook
6	Blood Rage	Ex	Cha 25, Rage 5/day	The greater your injuries the greater your rage
7	Cats Fall	Ex	Dex 25, Spring Attack	You can fall from any distance without injury
8	Combat Mastery	Ex	Combat Expertise, Int 25	Trade any amount of BAB to AC
9	Concerted Inspiration	Ex	Bardic Music, Perform 25 Ranks	You can combine your music with others for greater effect
10	Cryptomnesia (S)	Su	<i>Special</i>	You gain a divine ability under certain conditions
11	Divine Guidance [Divine]	Su	Turn/Rebuke Undead, Wis 25	True Strike for expending Turn Attempt
12	Divine Healing [Divine]	Su	Turn/Rebuke Undead, Wis 25	Add 1hp/level to healing spells by expending a turn attempt
13	Divine Providence [Divine]	Ex	Turn/Rebuke Undead, Wis 25	Re-roll any single dice throw that round
14	Divine Retribution [Divine]	Su	Turn/Rebuke Undead, Wis 25	You gain one additional action after your death
15	Divine Right [Divine]	Su	Turn/Rebuke Undead, Wis 25	Gain your deities divine bonus temporarily
16	Divine Wisdom [Divine]	Su	Turn/Rebuke Undead, Wis 25	Gain your deities wisdom temporarily
17	Double Standards	Ex	BAB +22*	Gain two attacks as a standard action
18	Eclectic Defence	Ex	Dex 25	You can use irregular objects as protection
19	Eclectic Shot	Ex	Dex 25	You can fire irregular objects as if they were missiles
20	Eclectic Strike	Ex	Dex 25	You can wield irregular objects as if they were weapons
21	Egg-born	Su	Capable of childbirth	Your children are hatched rather than grow within you
22	Enhanced Archery	Su	Use Magic Device 25 Ranks	Weapon and missile enhancement bonuses stack
23	Epic Potency (S)	Ex	Weapon Specialization	Your damage increases by +2
24	Epic Shield Focus	Ex	Shield Focus	Your shield protects yourself and one adjacent ally
25	Ether Goer	Su	Dex 40, Sky Walker, Wis 40	You can become ethereal at will
26	Etheric Double	Su	Etheric Vision, Wis 25	Create an etheric spy
27	Etheric Vision	Su	Spot 25 Ranks, Wis 25	See ethereal opponents
28	Expert Strike	Ex	BAB +25*	Gain a cumulative +1 to attacks against the same target
29	Fire Baptism	Ex	Dex 25, Improved Dodge	Gain a cumulative +1 to AC against the same target
30	Good Fortitude	Ex	Great Fortitude	You gain good Fortitude saving throw progression
31	Good Reflexes	Ex	Lightning Reflexes	You gain good Reflex saving throw progression
32	Good Will	Ex	Iron Will	You gain good Will saving throw progression
33	Greater Critical	Ex	BAB +15, Improved Critical	Your critical threat range is tripled
34	Greater Critical Multiplier	Ex	BAB +15, Improved Critical Multiplier	Your critical multiplier is tripled
35	Greater Multi-Weapon Fighting	Ex	Dex 23, Improved Multi-Weapon Fighting	You gain a third attack with an additional appendage
36	Greater Power Attack	Ex	Power Attack, Str 25	Your power attacks deals 3 damage for every 2 points expended
37	Greater Quivering Palm	Ex	Quivering Palm	Use the quivering palm attack once per hour
38	Greater Sunder	Ex	Improved Sunder, Str 25	Sunder attempts use double your strength modifier
39	Greater Three-Weapon Fighting	Ex	Dex 33, Improved Three-Weapon Fighting	You gain a third extra attack with a third weapon
40	Haleness	Ex	Con 37, Inedia	You can survive without breathing
41	Haunting Music	Su	Bardic Music, Perform 25 Ranks	Delay your music by up to one day
42	Heavy Armor Mastery	Ex	Medium Armor Mastery, Str 33	You can wear heavy armor without physical penalty
43	Heavy Fortification	Ex	Con 29, Moderate Fortification	75% chance to avoid a critical hit while wearing armor
44	Hibernate	Ex	Con 28, Incorruptible Body	You can hibernate indefinitely
45	Impaling Shot	Ex	Precise Shot, Str 25	Piercing weapon missile attacks impale foes to adjacent terrain
46	Improved Combat Expertise	Ex	Dex 25, Combat Expertise	Trade two points of BAB for three points of AC
47	Improved Critical Multiplier	Ex	BAB +8	Your critical multiplier is doubled
48	Improved Dodge	Ex	Dex 15, Dodge	Dodge bonus becomes +6
49	Improved Finesse	Ex	Weapon Finesse	Use your dexterity bonus for damage
50	Improved Multi-weapon Fighting	Ex	Dex 17, Multi-Weapon Fighting	You gain a second attack with an additional appendage
51	Improved Spellcasting (S)	Ex	Cast 9th-level Spells	Gain two new spell slots
52	Improved Summoning	Su	Augmented Summoning	Any summoned creatures have maximum hit points
53	Improved Three-Weapon Fighting	Ex	Dex 29, Three-Weapon Fighting	You gain a second extra attack when wielding a third weapon

CHAPTER FOUR: POWERS
EPIC FEATS

#	Feat Name	Ex/Su	Prerequisites	Benefit
54	Improved Toughness (S)	Ex	Toughness	You gain an additional hit point per hit die
55	Improved Turning (S)	Su	Turn/Rebuke Undead	You Turn/Rebuke as if 2 levels higher
56	Incite Hatred	Ex	Cha 25, 5 Favored Enemies	Allies within 30 ft. gain the favored enemy bonus
57	Incorruptible Body	Ex	Con 25	Your body can be raised after any amount of time
58	Inedia	Ex	Con 34, Insomniac	You can sustain yourself without food or water indefinitely
59	Insomniac	Ex	Con 31, Hibernant	You can survive without sleep indefinitely
60	Killer Instinct	Ex	Death Attack, Sneak Attack +5d6	You can observe assassination targets in a standard action
61	Legendary Archer	Ex	Dex 25	Opponents have difficulty deflecting your missiles
62	Light Armor Mastery	Ex	Str 25	You can wear light armor without penalty
63	Light Eradication	Ex	Str 25	25% chance of overcoming critical hit immunity
64	Light Fortification	Ex	Con 25	25% chance to avoid a critical hit while wearing armor
65	Malificus	Su	Wis 25	Your dreams give glimpses into the future
66	Mantic Frenzy	Su	Cast 9th-level Spells	Lose yourself in the euphoria of spellcasting
67	Mastery of the Charge	Ex	Perfect Charge, Ride 25 Ranks	You do not suffer double damage for set spears while charging
68	Mathesis	Ex	Int 25	You can gauge the physical measure of an opponent
69	Medium Armor Mastery	Ex	Light Armor Mastery, Str 29	You can wear medium armor without physical penalty
70	Metamagic Freedom	Su	Four Metamagic Feats, Spellcraft 25 Ranks	You can apply the same metamagic multiple times
71	Moderate Fortification	Ex	Con 27, Light Fortification	50% chance to avoid a critical hit while wearing armor
72	Nosodic	Ex	Con 25	Diseases have a positive effect upon you
73	Perfect Charge	Ex	Ride 25 Ranks, Superior Charge	+4 attack bonus while charging, no AC penalty
74	Perfect Cleave	Ex	Str 25, Superior Cleave	Cleave after scoring a critical hit
75	Perfect Multi-Weapon Fighting	Ex	Dex 25, Superior Multi-Weapon Fighting	You gain a fourth attack with an additional appendage
76	Perfect Three-Weapon Fighting	Ex	Dex 37, Superior Three-Weapon Fighting	You gain a fourth extra attack with the third weapon
77	Phrenology	Ex	Int 25	You can discern an opponents mental capacity
78	Piercing Shot	Ex	Str 25	Your shots can pierce opponents to hit targets behind them
79	Plastic Soul	Su	Dex 33, Escape Artist 25 Ranks	You can fit through the eye of a needle
80	Power Attack Mastery	Ex	Power Attack	Flexible power attack bonus
81	Pre-emptive Strike	Su	Dex 25, Quick Draw	You can make one attack in the previous round
82	Prehensile Hair	Ex	Dex 25, Wis 25	You can control your hair, even attack with it
83	Second Strike	Ex	BAB +25, Dex 25	Misses have a chance of striking adjacent targets
84	Shadow Strike	Su	Hide 25 Ranks, Int 25	Gain one additional attack after you leave melee
85	Shield Mastery	Ex	Shield Focus, Str 23	You can use a shield without physical penalty
86	Sideways Stealing	Su	Sleight of Hand 25 Ranks	You can steal two-dimensions
87	Silent Song	Ex	Bardic Music, Perform 25 Ranks	You can perform your music without detection
88	Sixth Sense	Ex	Alertness, Wis 25	You cannot be surprised
89	Sky Walker	Ex	Dex 35, Tenacious Body, Wis 35	You can fly
90	Spell Stealer	Su	Dex 25, Spellcraft 25 Ranks	You can steal an opponents spells
91	Sonic Strike	Ex	Improved Unarmed Strike	Your unarmed attacks deal an extra 2d6 sonic damage
92	Soothsayer	Ex	Int 25, Wis 25	You always hear the truth
93	Star Child (S)	Su	Cha 25	You gain a <i>wish</i> 1/year
94	Stellar Music	Su	Bardic Music, Perform 25 Ranks	Perform your music in any environment, even those without air
95	Sticky Strike	Ex	Improved Unarmed Strike, Wis 25	After a successful attack, subsequent attacks use highest BAB
96	Subtle Body	Ex	Balance 25 Ranks, Dex 25, Wis 25	You are effectively weightless for the purposes of balance
97	Superior Charge	Ex	Ride 25 Ranks, Spirited Charge	Triple damage on a charge or quadruple damage with a lance
98	Superior Cleave	Ex	Great Cleave	Make a 5 ft. step as part of a cleave
99	Superior Flurry	Ex	BAB +16, Greater Flurry	You gain a third extra attack when using a flurry of blows
100	Superior Quivering Palm	Ex	Greater Quivering Palm	Use the quivering palm attack once per round
101	Superior Sunder	Ex	Greater Sunder, Str 25	Add treble your strength modifier to damage for a sunder
102	Superior Whirlwind Attack	Ex	Improved Whirlwind Attack	Make a 5 ft. step as part of a whirlwind attack
103	Supreme Dodge	Ex	Dex 25, Improved Dodge	Gain your Dodge bonus against all opponents
104	Supreme Toughness	Ex	Improved Toughness	You gain maximum hit points per hit die
105	Sure Shot	Ex	Improved Precise Shot	Gain a +4 bonus to ranged attack rolls by aiming for a round
106	Tenacious Body	Ex	Dex 35, Subtle Body, Wis 35	You can grip surfaces like a spider

#	Feat Name	Ex/Su	Prerequisites	Benefit
107	Tensegrity	Ex	Con 25, Str 25	Your carrying capacity is twice the normal for your Strength
108	Terrene Body	Ex	Con 40	You no longer age
109	Three-Weapon Fighting	Ex	Dex 25, Perfect Two-Weapon Fighting	You fight three-weapon style, juggling a third weapon
110	Three-Weapon Mastery	Ex	Three-Weapon Fighting	You suffer no attack penalties for fighting with three weapons
111	Timely Dodge	Ex	Dodge	Opponents misses have a chance of striking adjacent targets
112	Titanic Wildshape	Ex	Colossal Wildshape	You can Wildshape to Titanic size
113	Two-Weapon Mastery	Ex	Perfect Two-Weapon Fighting	You suffer no attack penalties for fighting with two weapons
114	Uncanny Charge	Su	Mastery of the Charge, Ride 25 Ranks	Your first two attacks after charging are treated as charges
115	Uncanny Ki Strike*	Su	Improved Unarmed Strike	Unarmed attacks gain a +1 worth of weapon special abilities
116	Uncanny Power Attack	Ex	Power Attack Mastery	Automatically gain power attack surplus over attack roll
117	Uncanny Three-Weapon Fighting	Ex	Perfect Three-Weapon Fighting	You deal full damage with a third weapon
118	Uncanny Two-Weapon Fighting	Ex	Perfect Two-Weapon Fighting	You deal full damage with an offhand weapon
119	Underwalker	Ex	Dex 25, Str 25+	You can burrow through terrain
120	Universal Energy Strike	Ex	Elemental Wildshape, Wis 25	Any wildshape form deals an additional 2d6 energy damage
121	Venomous Wildshape	Ex	Elemental Wildshape, Wis 25	Any wildshape form also deals poison damage
122	Vigorous Rage	Ex	Rage	Your Rage increases by +1 Strength and Constitution
123	Weapon Abatement	Su	Cha 25	You are immune to the first successful blow dealt from a weapon
124	Weapon Mastery	Ex	Weapon Specialization	Weapon Focus/Specialization bonuses apply to similar weapons

*BAB scores above 20 mean Base Attack Bonus (BAB) + Epic Attack Bonus (EAB)

(S) This feat stacks with itself and can be taken multiple times

EPIC FEATS (MORTAL ABILITIES)

1. AMAZING POCKETS [EPIC] (SU)

You can steal objects and hide them in interdimensional pockets.

Prerequisites: Sleight of Hand 25 Ranks.

Benefit: Each time this feat is taken you increase the maximum size category of an object you can steal and conceal. Objects stolen in this manner enter a supernatural space similar to a *maze* spell.

With enough of these feats an enterprising rogue could steal an entire person, a building or perhaps even the moon.

e.g. A medium sized rogue who has taken this feat four times could grab a large sized creature, such as a horse, and hide it about its person.

Normal: Typically you can lift and conceal about your person something three size categories smaller than you.

e.g. A medium sized rogue could normally steal something of diminutive size or smaller and conceal it on his person. Each time this feat is gained that limit increases by one size category.

Special: This feat can be taken multiple times and its effects stack. Each time it is taken the size of objects you can steal increases by one size category.

2. ANOXIA [EPIC] (SU)

You bring back knowledge from beyond the grave.

Prerequisites: Wis 25.

Benefit: You gain insights into the universe each time you experience a near death situation. Each time you die and are raised or resurrected you bring back some new knowledge or insight from the other side. Each time you die and come back, you gain a bonus feat.

Special: The GM must take special care to avoid players exploiting this feat. Those who die just for the sake of dying learn nothing.

3. APOPHENIA [EPIC] (EX)

You can increase your dexterity when raging instead of your strength.

Prerequisites: Dex 25, Rage 5/day.

Benefit: When you rage, you channel your fury and adrenaline into your speed rather than your strength. You can choose to increase your dexterity instead of your strength while raging. Any bonuses to

constitution while raging are unaffected by this feat.

Normal: Typically raging characters gain a bonus to strength and constitution while raging.

4. AUTOMATIC METAMAGIC CAPACITY [EPIC] (SU)

You can cast spells that exceed the normal limits of spellcasting.

Prerequisites: Ability to cast spells at the normal maximum spell level in at least one spellcasting class, four metamagic feats.

Benefit: When you select this feat you gain one free level of metamagic per round, which you may spontaneously apply to any spell (or spell-like ability) you can cast.

e.g. A Wizard with Automatic Metamagic Capacity could spontaneously apply the Enlarge Spell feat (or any other metamagic that increases the level of the spell slot required by one) once per round to any spell he casts, without increasing the level of the spell slots required.

It also stacks with existing metamagic deployment.

e.g. A wizard with Automatic Metamagic Capacity feats could spontaneously apply the Enlarge Spell feat to a previously prepared empowered delayed blast fireball in a 9th-level spell slot.

Special: A character can gain this feat multiple times. Each time they gain the feat they gain one free level of metamagic per round. This feat stacks, each time it is taken you gain an additional +1 free spell level of metamagic.

e.g. A wizard with 3 Automatic Metamagic Capacity feats could spontaneously apply the Maximise Spell feat to a previously prepared empowered delayed blast fireball in a 9th-level spell slot.

This feat is suggested as the replacement for the following epic feats: Automatic Quicken Spell; Automatic Silent Spell; Automatic Still Spell and Improved Spell Capacity.

The various Automatic Quicken/Silent/Still spell feats are unbalanced. Improved Spell Capacity becomes more pedantic the higher in power you become, while in addition progressively alienating more and more lower level spells.

e.g. A wizard with Automatic Quicken Spell (x2) and Improved Spell Capacity (x3) should replace them with Automatic Metamagic Capacity (x5).

5. AUTOMATIC WRITING [EPIC] (SU)

Any spell you see in action is automatically written into your spellbook.

Prerequisites: Int 25, Scribe Scroll.

Benefit: As soon as you see a spell in operation; either in the act of being cast or its ongoing effects, you automatically are able to commit such a spell to memory.

6. BLOOD RAGE [EPIC] (EX)

The more wounded you are the greater your rage.

Prerequisites: Cha 25, Rage 5/day.

Benefit: When reduced to below 50% of your hit points your Strength, while raging, increases by +4. When reduced to below 25% of your maximum hit points your Strength increases by a further +4.

7. CATS FALL [EPIC] (EX)

You can fall any distance without harm.

Prerequisites: Dex 25, Dodge, Spring Attack.

Benefit: You can fall any distance and land without harm.

Normal: Normally you take 1d6 damage for every ten feet you fall.

8. COMBAT MASTERY [EPIC] (EX)

You are a cautious and crafty warrior.

Prerequisites: Combat Expertise, Int 25.

Benefit: You can trade any amount of Base Attack Bonus to your Armor Class.

Normal: With Combat Expertise you can only trade 5 points of BAB to your AC.

9. CONCERTED INSPIRATION [EPIC] (SU)

You can combine your music with others for greater effect.

Prerequisites: Bardic Music class feature, Perform 25 Ranks.

Benefit: Two bards with this ability can combine their music to increase their effects. Those abilities which force a saving throw have their DC increased by the Charisma modifier of the lower level of the two bards. Other effects are increased by 50% (round fractions down).

Special: Only one bard must have this feat for it to work.

10. CRYPTOMNESIA [EPIC] (VAR.)

You have been chosen by fate for some unknown purpose.

Prerequisites: Cha 25.

Benefit: You gain a divine ability (instead of a feat), however, it is locked within your subconscious mind and you can only use it under some predetermined situation or clause.

Possible clauses might include: only functions against a certain creature type (as per the Bane weapon special ability), or in a certain place (in defence of your deities holy places for instance), or perhaps at a certain time (such as under a full moon, or one day per week).

Special: The GM determines the exact clause.

Adventure Idea: The GM could keep the exact clause a secret from the player, only revealing itself at some dramatic moment.

11. DIVINE GUIDANCE [DIVINE] [EPIC] (SU)

You blows are guided by the hand of the divine.

Prerequisites: Turn/Rebuke Undead class feature, Wis 25.

Benefit: As a swift action you can expend one of your turning attempts to gain a +20 bonus to a single attack roll.

12. DIVINE HEALING [DIVINE] [EPIC] (SU)

You can harness divine power to better heal others.

Prerequisites: Turn/Rebuke Undead class feature, Wis 25.

Benefit: As a swift action you can expend one of your turning attempts to add +1 hp/level to any healing spell or ability (such as Lay on Hands).

13. DIVINE PROVIDENCE [DIVINE] [EPIC] (SU)

You have been gifted with insights into the future.

Prerequisites: Turn/Rebuke Undead class feature, Wis 25.

Benefit: As a swift action you can expend one of your turning attempts to re-roll any dice roll you made that round. You must accept the

consequences of that dice roll regardless of whether it is more favorable (than the initial roll) or not.

Special: You can only re-roll one die each round.

14. DIVINE RETRIBUTION [DIVINE] [EPIC] (SU)

You can make one final attack after death.

Prerequisites: Turn/Rebuke Undead class feature, Wis 25.

Benefit: When you die you can still make one final attack against an opponent for each turn attempt you have left. Even if your body has been disintegrated you can still attack as this effect is akin to a soul echo, an extension of your deity's divine power.

15. DIVINE RIGHT [DIVINE] [EPIC] (SU)

You act with the divine right of kings.

Prerequisites: Turn/Rebuke Undead class feature, Wis 25.

Benefit: As a swift action you can expend two turn attempts to gain a divine bonus on all dice rolls equal to your deities divine rank. This bonus lasts for a single round.

Adventure Idea: Its possible that the immortal loses its divine bonus for that particular round and may frown upon characters who abuse this power. A crafty deity may try to time a simultaneous attack upon immortal and servant, to catch the deity with its guard down, even if for only one round.

16. DIVINE WISDOM [DIVINE] [EPIC] (SU)

Gain enlightenment.

Prerequisites: Turn/Rebuke Undead class feature, Wis 25.

Benefit: As a swift action you can expend one of your turning attempts to use your deity's Wisdom bonus in place of your own for a single round.

Special: If your deity's Wisdom bonus has not been determined, then increase your Wisdom score by 4 for that round only.

17. DOUBLE STANDARDS [EPIC] (EX)

You strike faster than the eye can see.

Prerequisites: Dex 25, Pre-emptive Strike, Quick Draw.

Benefit: You can make two attacks as a standard action. The second attack has a -5 BAB penalty (as per an iterative attack).

Normal: Typically, as part of a standard action you can only make a single attack.

18. ECLECTIC DEFENCE [EPIC] (EX)

You can use your surroundings to increase your armor class.

Prerequisites: Dex 25.

Benefit: You can use any adjacent furniture, obstacles or household utensils to grant you a +4 shield bonus.

19. ECLECTIC SHOT [EPIC] (EX)

You can use irregular objects as deadly missiles.

Prerequisites: Dex 25.

Benefit: You can use any common object as a missile weapon and in your hands it becomes as deadly as a weapon of the same size. For example you could throw playing cards as if they were shuriken, throw feathers like daggers and so forth.

In addition you can shoot these irregular items from your bow, including swords, spears or even animals, such as snakes or poultry.

20. ECLECTIC STRIKE [EPIC] (EX)

Everyday objects are deadly weapons in your hands.

Prerequisites: Dex 25.

Benefit: Any object you wield becomes as deadly as a weapon of the same size. For instance in your hands a spoon would be as effective as a dagger, a chair would be akin to a greatsword, and so forth.

21. EGG-BORN [EPIC] (SU)

You can lay your young as eggs.

Prerequisites: Must be capable of childbirth.

Benefit: Instead of carrying unborn within your womb, you can lay them as eggs.

Special: The benefit to this is that the mother must no longer carry the child for 9 months.

22. ENHANCED ARCHERY [EPIC] (SU)

Combine the magic of bow and arrow.

Prerequisites: Use Magic Device 25 Ranks.

Benefit: You can stack the enhancement bonuses of missile weapons and missiles.

Normal: Typically you use the highest enhancement bonus between either the missile weapon or the missile.

23. EPIC POTENCY [EPIC] (EX)

Your blows are very powerful.

Benefit: You gain a +2 damage bonus on all attacks.

Special: A character can gain this feat multiple times, its effects stack.

24. EPIC SHIELD FOCUS [EPIC] (EX)

You are particularly adept with a shield.

Prerequisites: Dex 25, Shield Focus.

Benefit: You can twist and turn your shield so that it protects a single adjacent ally as well as yourself.

Normal: Typically only the character carrying the shield gains the bonus to AC.

Special: No character can benefit from more than two shield bonuses at any one time.

25. ETHER GOER [EPIC] (SU)

You can enter the ethereal plane at will.

Prerequisites: Balance 40 Ranks, Dex 40, Sky Walker, Subtle Body, Tenacious Body, Wis 40.

Benefit: You can enter the ethereal plane at will.

26. ETHERIC DOUBLE [EPIC] (SU)

Create an etheric echo to spy on opponents.

Prerequisites: Ability to become ethereal (see the Ether Goer feat).

Benefit: You can create an etheric double of yourself, remotely controlled by you. While in control of your double you cannot move, although you can dismiss the double as a free action.

27. ETHERIC VISION [EPIC] (SU)

Your vision extends into the ethereal plane.

Prerequisites: Spot 25 Ranks, Wis 25.

Benefit: You no longer suffer a 50% miss chance against incorporeal opponents.

28. EXPERT STRIKE [EPIC] (EX)

You can spot and exploit a weakness in your opponents defences.

Prerequisites: Int 25.

Benefit: Each round you fight an opponent you better study their style and learn to defeat it. Each round after the first you gain a cumulative +1 bonus to attacks against that opponent.

29. FIRE BAPTISM [EPIC] (EX)

You can keep a cool head in the heat of battle when all around you are losing theirs.

Prerequisites: Dex 25, Dodge, Int 25.

Benefit: Each round you fight an opponent you better study their style and learn to defeat it. Each round after the first you gain a cumulative +1 bonus to your Armor Class against that opponent.

30. GOOD FORTITUDE (EX)

You are doughty and resilient.

Prerequisites: Great Fortitude.

Benefit: Poor Fortitude saving throw progression becomes good Fortitude saving throw progression.

31. GOOD REFLEXES (EX)

You are quick and nimble.

Prerequisites: Lightning Reflexes.

Benefit: Poor Reflex saving throw progression becomes good Reflex saving throw progression.

32. GOOD WILL (EX)

You are strong willed and resolute.

Prerequisites: Iron Will.

Benefit: Poor Will saving throw progression becomes good Will saving throw progression.

33. GREATER CRITICAL [EPIC] (EX)

You are adept at striking at your foes most vulnerable spots.

Prerequisites: Base Attack Bonus +22, Improved Critical, Proficiency with weapon.

Benefit: Your critical threat range is tripled. This supersedes and does not stack with the Improved Critical feat. A weapon with an initial threat range of 20 becomes 18-20. A weapon with an initial threat range of 19-20 becomes 15-20. A weapon with an initial threat range of 18-20 becomes 12-20. A weapon with an initial threat range of 17-20 now threatens on a 9-20.

Special: This effect does not stack with keen or similar weapon special abilities.

34. GREATER CRITICAL MULTIPLIER [EPIC] (EX)

You can increase the power of your critical hits.

Prerequisites: Base Attack Bonus +22, Epic Weapon Specialization, Greater Weapon Specialization, Improved Critical Multiplier, Str 25, Weapon Specialization.

Benefit: You can increase the power of your critical hits. If the weapons critical multiplier was originally x2 it becomes x4. If the weapons critical multiplier was originally x3 it becomes x7. If the weapons critical multiplier was originally x4 it becomes x10.

Special: You could have this feat replace the Devastating Critical feat from the Epic Level Handbook.

35. GREATER MULTI-WEAPON FIGHTING (EX)

You can make a third attack with an appendage.

Prerequisites: Dex 17, Improved Multi-Weapon Fighting, Multi-Attack, Three or more appendages/limbs.

Benefit: You get a third attack with an extra weapon at a -10 penalty.

36. GREATER POWER ATTACK [EPIC]

Your blows are uncompromisingly brutal.

Prerequisites: Power Attack, Str 25.

Benefit: For every 2 points of base attack bonus you expend, you gain a +3 bonus to damage.

Normal: Typically power attack allows you to trade 1 point of base attack bonus to add one point of damage.

Special: If you attack with a two-handed weapon, or a one-handed weapon wielded in two hands, instead add three times the number subtracted from your attack rolls.

37. GREATER QUIVERING PALM (SU)

Your skill with the quivering palm technique is exemplary.

Prerequisites: Quivering Palm class feature.

Benefit: You can make one quivering palm attempt per encounter.

Normal: You can only make one quivering palm attack each week.

38. GREATER SUNDER [EPIC] (EX)

You strike at an object's weak points.

Prerequisites: Improved Sunder, Str 25.

Benefit: You add double your strength modifier to damage when using a single-handed weapon and triple your strength modifier to damage when using a two-handed weapon.

Normal: Typically you only add your strength modifier to damage when attempting a sunder.

39. GREATER THREE-WEAPON FIGHTING [EPIC] (EX)

You are a master of the three-weapon fighting style.

Prerequisites: Base Attack Bonus +46, Dex 33, Greater Two-Weapon Fighting, Improved Three-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting.

Benefit: You get a third attack with a third weapon at a -10 penalty.

40. HALENESS [EPIC] (EX)

You can survive without breathing.

Prerequisites: Con 37, Hibernate, Inedia, Insomniac.

Benefit: You no longer need to breathe.

41. HAUNTING MUSIC [EPIC] (SU)

Your music can be carried on the wind.

Prerequisites: Bardic music class feature, Perform 25 Ranks.

Benefit: Your music can affect an area long after you have stopped playing. Your music can take effect at any time from immediately, up to one whole day after you have performed.

42. HEAVY ARMOR MASTERY [EPIC] (EX)

You are unimpeded by wearing heavy armor.

Prerequisites: Heavy Armor Proficiency, Light Armor Mastery, Medium Armor Mastery, Str 29.

Benefit: You suffer no negative penalties for wearing heavy armor.

Special: Add 10 to the strength prerequisite for each size category beyond medium.

43. HEAVY FORTIFICATION [EPIC] (SU)

Encased in heavy armor you are a bastion of defence.

Prerequisites: Must be wearing Heavy Armor, Light Fortification, Moderate Fortification.

Benefit: You are immune to critical hits while wearing heavy armor.

Special: This does not stack with other Fortification Armor or Shield special abilities.

44. HIBERNATE [EPIC] (EX)

You can place yourself in hibernation, effectively halting your bodily functions.

Prerequisites: Con 28, Survival 25 Ranks.

Benefit: You can place yourself in a trance that halts your need for nourishment or air indefinitely. During hibernation you cannot act.

45. IMPALING SHOT [EPIC] (EX)

Your shots can impale a target to any adjacent terrain.

Prerequisites: Dex 25, Improved Precise Shot, Str 25.

Benefit: Any opponent struck by your shot must make a Fortitude save (DC 10 + 1/2 your base attack bonus + your Strength modifier). Such wounds are deep and must be pulled from the body. The victim can remove the missile quickly, as a free action suffering an additional amount of damage equal to their causing an additional amount of damage equal to the base damage dice of the missile.

e.g. The arrow dealt 1d8+15 points of damage to the target who failed their saving throw and was pinned to an adjacent wall.

Special: The missile must be longer than the target is deep. A typical arrow can impale a Medium size creature, but not a Large creature.

46. IMPROVED COMBAT EXPERTISE [EPIC]

You are able to deflect and parry attacks with ease.

Prerequisites: Combat Expertise, Combat Mastery, Dex 25.

Benefit: For every 2 points of base attack bonus you expend, you gain a +3 bonus to Armor Class.

Normal: Typically combat expertise allows you to trade 1 point of base attack bonus to add 1 point of Armor Class.

Special: If you attack with a two-handed weapon, or a one-handed weapon wielded in two hands, instead add three times the number subtracted from your attack rolls.

47. IMPROVED CRITICAL MULTIPLIER (EX)

You can increase the power of your critical hits.

Prerequisites: Base Attack Bonus +12, Greater Weapon Specialization, Str 17, Weapon Specialization.

Benefit: You can increase the power of your critical hits. If the weapons critical multiplier is x2 it becomes x3. If the weapons critical multiplier is x3 it becomes x5. If the weapons critical multiplier is x4 it becomes x7.

Special: You could have this feat replace the Overwhelming Critical feat from the Epic Level Handbook.

48. IMPROVED DODGE (EX)

You are greatly skilled at evading opponents.

Prerequisites: Dex 15, Dodge.

Benefit: Your dodge bonus is increased to +6. This overlaps with the Dodge feat, it does not stack with it.

Normal: The Dodge feat grants a +1 bonus.

NB: It is the suggestion of this book that for the purposes of game balance, you change the benefit of the Dodge feat to a +2 bonus.

49. IMPROVED FINESSE [EPIC] (EX)

Your strikes rely wholly on precision rather than power.

Prerequisites: Dex 25, Weapon Finesse.

Benefit: You can use your dexterity bonus as a damage bonus instead of strength.

Normal: Typically you add your strength bonus to damage.

50. IMPROVED MULTI-WEAPON FIGHTING [EPIC] (EX)

You are an expert at fighting with more than one weapon.

Prerequisites: Dex 17, Multi-Attack, Three or more appendages/limbs.

Benefit: You get a second attack with an additional appendage albeit at a -5 penalty.

Special: This feat can be taken multiple times. Each time it is taken it applies to a different appendage. To gain iterative attacks with extra appendages you need to take the Improved Multi-Weapon Fighting feat for each and every additional limb/appendage.

e.g. A six-armed marilith could gain a second iterative attacks with each weapon but it would need the Multi-Attack feat, followed by the

51. IMPROVED SPELLCASTING [EPIC] (SU)

You expand the horizons of your spellcasting capabilities.

Prerequisites: Ability to cast 9th-level spells, Spellcraft 25 Ranks.

Benefit: You gain two extra spell slots. These can be assigned to any

Special: You can gain this feat multiple times and its effects stack. Each time you take it you can cast two more spell slots per day.

52. IMPROVED SUMMONING [EPIC] (SU)

Summon tougher monsters than others.

Prerequisites: Augmented Summoning, Spellcraft 25 Ranks.

Benefit: Any creatures you summon have maximum hit points. This only applies to generic monsters, not specific individuals. It does not increase a monsters hit dice, it merely summons monsters with greater hit dice.

Normal: Typically summoned creatures have average hit points.

53. IMPROVED THREE-WEAPON FIGHTING [EPIC] (EX)

You are an expert of the three-weapon fighting style.

Prerequisites: Dex 29, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting, base attack bonus +36.

Benefit: You get a second attack with a third weapon at a -5 penalty.

54. IMPROVED TOUGHNESS [EX]

You are much tougher than you look.

Prerequisites: Toughness.

Benefit: You gain +1 additional hit points per hit die. Each time you increase your Hit Dice or Level

Normal: The Toughness feat gives you 3 additional hit points total.

Special: You can gain this feat multiple times and its effects stack. Each time you take it you gain an additional hit point per hit die.

55. IMPROVED TURNING [EPIC] (SU)

Your faith is exceptionally strong.

Prerequisites: Turn/Rebuke Undead class feature, Wis 25.

Benefit: You turn (or rebuke) undead as if you were two levels higher.

Special: You can take this feat multiple times and its effects stack. Each time you take it you turn undead as if you were an additional two levels higher.

56. INCITE HATRED [EPIC] (SU)

Your hatred is so all-encompassing that it inspires your allies.

Prerequisites: Cha 25, 5 Favored Enemies.

Benefit: All allies within a 30 foot radius gain a +2 damage bonus against any of your favored enemies. This benefit lasts 1d4 rounds after the ally has left the area of effect.

Special: For those with a divine aura, the range of this ability is increased to affect all allies within it.

57. INCORRUPTIBLE BODY [EPIC] (EX)

Your body does not decompose after death.

Prerequisites: Con 25.

Benefit: There is no limit to how long you can be dead before being raised or resurrected.

Normal: The *raise dead* spell requires that the body of the deceased has been dead no longer than one day per level of the caster. The *resurrection* spell requires that the corpse be no older than 10 years per caster level.

Special: You still cannot be raised or resurrected if you died of old age.

58. INEDIA [EPIC] (EX)

You no longer require sustenance of any kind.

Prerequisites: Con 34, Hibernate, Incorruptible Body, Insomniac, Wis 34.

Benefit: You no longer require food nor drink to sustain you.

59. INSOMNIOUS [EPIC] (EX)

You have transcended the need for sleep.

Prerequisites: Con 31, Hibernate, Incorruptible Body, Wis 25.

Benefit: You no longer require sleep.

60. KILLER INSTINCT [EPIC] (EX)

In combat you achieve a zen-like focus, allowing you to strike killing blows without preparation.

Prerequisites: Death attack class ability, sneak attack +5d6.

Benefit: You need not spend 3 rounds preparing for a death attack, instead you only need take a standard action to prepare for the death attack.

61. LEGENDARY ARCHER [EPIC] (EX)

Opponents have difficulty deflecting your missiles.

Prerequisites: Dex 25.

Benefit: An opponent can only deflect one missile for every attack they possess.

62. LIGHT ARMOR MASTERY [EPIC] (EX)

You are unimpeded by wearing light armor.

Prerequisites: Light Armor Proficiency, Str 25.

Benefit: You suffer no negative penalties for wearing light armor.

Special: Add 10 to the strength prerequisite for each size category beyond medium.

63. LIGHT ERADICATION [EPIC] (EX)

You can find a weakness in any opponent.

Prerequisites: Str 25.

Benefit: You have a 25% chance of scoring critical hits on those typically immune to critical hits.

64. LIGHT FORTIFICATION [EPIC] (EX)

You know how to get the best out of your armor.

Prerequisites: Con 25, Must be wearing Armor.

Benefit: You have a 25% chance of avoiding critical hits.

Special: This does not stack with other Fortification Armor or Shield special abilities.

65. MALIFIECUS [EPIC] (SU)

Your dreams give glimpses into future events.

Prerequisites: Wis 25.

Benefit: The GM must adjudicate which clues about the current adventure/campaign he wishes to reveal to that player.

Special: The longer the sleep the greater the insight. So a short catnap may only give brief, cryptic insights.

66. MANTIC FRENZY [EPIC] (SU)

You can enter a state of spellcasting euphoria.

Prerequisites: Any Chaotic alignment, Spellcraft 25 Ranks.

Benefit: The spellcaster enters a state of frenzy. While in a mantic frenzy, any spells you cast gain a +4 bonus to their save DCs and you gain a +4 save DC versus all spells. However, you cannot do anything other than cast spells. The frenzy lasts for a number of rounds equal to 3 + the characters

Special: You can gain this feat multiple times and its effects stack. Each time you take it you gain the ability to enter the mantic frenzy one additional time per day.

67. MASTERY OF THE CHARGE [EPIC] (EX)

You can recoil in the saddle to minimise the impact of set spears.

Prerequisites: Ride 25 Ranks, Perfect Charge, Spirited Charge, Superior Charge.

Benefit: You do not suffer double damage for set spears while charging.

Normal: Typically you take double damage from set spears while charging.

68. MATHESIS [EPIC] (EX)

You can weigh up an opponents physical capabilities at a glance.

Prerequisites: Int 25, Spot 25 Ranks.

Benefit: With a successful Spot check (DC 20 + the target's hit die) you can accurately determine an opponents martial class levels and physical ability scores (constitution, dexterity and strength).

69. MEDIUM ARMOR MASTERY [EPIC] (EX)

You are unimpeded by wearing medium armor.

Prerequisites: Light Armor Mastery, Medium Armor Proficiency, Str 27.

Benefit: You suffer no negative penalties for wearing medium armor.

Special: Add 10 to the strength prerequisite for each size category beyond medium.

70. METAMAGIC FREEDOM [EPIC] (SU)

You can stack the same metamagic feat multiple times.

Prerequisites: Four metamagic feats, Spellcraft 25 Ranks.

Benefit: You can apply the same metamagic feat any number of times to the same spell, provided you have a spell slot of adequate level or sufficient free levels of metamagic from Automatic Metamagic Capacity

e.g. With this feat you could use a 9th-level spell slot to triple empower a fireball spell (for +150% damage).

Normal: Without this feat you can only apply the same metamagic feat once to a single spell.

Special: A spell can only be quickened more than once a round with

the free levels of metamagic granted by Automatic Metamagic Capacity. In any given round, you may cast one spell that is not quickened, one spell that is prepared as quickened, and any number of spells quickened spells, each using 4 free levels of metamagic from your Automatic Metamagic Capacity quota for that round.

Multiple quickened spells happen simultaneously, so you cannot teleport to a location, cast a spell and then teleport away again.

NB. *In the wake of this feat the following feats become redundant: Improved Heighten Spell; Intensify Spell and Multispell. It is also suggested that you remove the Improved Metamagic feat altogether.*

Improved Heighten Spell should be unnecessary if you already have Heighten Spell. Intensify Spell is simply a combination of two applications of empower spell and one application of maximise spell. Multispell is simply two (or more) applications of quicken spell.

The first of the above feats should be replaced with Metamagic Freedom and any others by Automatic Metamagic Capacity.

71. MODERATE FORTIFICATION [EPIC] (EX)

You can shrug off blows that would fell others.

Prerequisites: Con 27, Light Fortification, Must be wearing Medium or Heavy Armor.

Benefit: You have a 50% chance of avoiding critical hits.

Special: This does not stack with other Fortification Armor or Shield special abilities.

72. NOSODIC [EPIC] (EX)

Diseases have a positive effect upon you.

Prerequisites: Con 25, Perfect Health.

Benefit: When you contract a disease, its effects augment you rather than debilitate you. However you gain a Charisma penalty equal to the total amount of bonuses added to other ability scores.

e.g. If you contracted mummy rot, you would gain 1d6 points of Constitution but you would also lose 1d6 points of Charisma.

You can only benefit from one disease at a time. If you contract a second disease, the first is lost.

Special: It is up to the GM to determine exactly how people react to this 'plague bearer'.

73. PERFECT CHARGE [EPIC] (EX)

Your skill while mounted is superb.

Prerequisites: Ride 25 Ranks, Spirited Charge, Superior Charge.

Benefit: While charging you gain a +4 attack bonus and suffer no AC penalty.

Normal: Typically you only gain a +2 attack bonus while charging and suffer a -2 AC penalty.

74. PERFECT CLEAVE [EPIC] (EX)

Your blows power through the opposition.

Prerequisites: Cleave, Great Cleave, Str 35, Superior Cleave.

Benefit: Cleave after scoring a critical hit.

Normal: Typically you must drop an opponent to zero hit points to gain another attack while cleaving.

75. PERFECT MULTI-WEAPON FIGHTING [EPIC] (EX)

You are a grandmaster of the three-weapon fighting style.

Prerequisites: Dex 37, Greater Three-Weapon Fighting, Greater Two-Weapon Fighting, Improved Three-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting, base attack bonus +46

Benefit: You get a fourth attack with a third weapon at a -15 penalty.

76. PERFECT THREE-WEAPON FIGHTING [EPIC] (EX)

You are a grandmaster of the three-weapon fighting style.

Prerequisites: Base Attack Bonus +46, Dex 37, Greater Three-Weapon Fighting, Greater Two-Weapon Fighting, Improved Three-Weapon

Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting.

Benefit: You get a fourth attack with a third weapon at a -15 penalty.

77. PHRENOLOGY [EPIC] (EX)

You have a keen eye for discerning an opponents mental faculties.

Prerequisites: Int 25, Spot 25 Ranks

Benefit: With a successful Spot check (DC 20 + the target's hit die) you can accurately determine an opponent's spellcasting levels and mental ability scores (charisma, intelligence and wisdom).

78. PIERCING SHOT [EPIC] (EX)

You can shoot through opponents.

Prerequisites: Dex 27, Impaling Shot, Improved Precise Shot, Point Blank Shot, Precise Shot, Str 27.

Benefit: Your missile attacks are so powerful that they can pierce an opponent and carry on through, dealing damage to other foes directly behind them. The missile loses range equal to ten times each pierced target's space. You have a chance to hit those directly behind the initial target, using the same attack roll. But each time you pierce a target the missile loses 5 points of strength modifier (so reduce the attack roll and damage by 5 each time it pierces a target). Treat large opponents as two targets, huge opponents as four, gargantuan opponents as eight targets and so on.

79. PLASTIC SOUL [EPIC] (SU)

You can fit through the eye of a needle.

Prerequisites: Dex 29, Escape Artist 30 Ranks

Benefit: Your body has unearthly pliability you can escape from any non-magical restraint as a free action and squeeze your body under doors, or even through keyholes or smaller gaps.

80. POWER ATTACK MASTERY [EPIC] (EX)

You have truly mastered the art of sacrificing accuracy to generate more power with your attacks.

Prerequisites: Power Attack, Str 25.

Benefit: You can determine how much base attack bonus you want to sacrifice for every individual attack.

Normal: Normally you must decide on how much base attack bonus you will sacrifice at the beginning of the round and that applies universally to each attack you make that round.

81. PRE-EMPTIVE STRIKE [EPIC] (EX)

You are so fast you can attack before your opponent even knows they are in a fight.

Prerequisites: Base Attack Bonus +1, Dex 25, Improved Initiative, Quick Draw.

Benefit: At the start of any fight (in which you have not made any attacks in the previous round) you can make one additional attack.

82. PREHENSILE HAIR [EPIC] (SU)

You have perfect control of your body.

Prerequisites: Dex 25, Wis 25.

Benefit: You can control your hair as you would any other limb. Even attacking with it or wielding a weapon with it, albeit at a -10 penalty to hit. You could also gain iterative attacks with your hair.

Special: Your hair needs to be at least as long as your arm to make attacks. If your hair is as long as your entire body it will have double the reach of your normal attacks.

83. SECOND STRIKE [EPIC] (EX)

You gain a second chance at dealing damage.

Prerequisites: Dex 25, Int 25.

Benefit: Your misses have a chance of hitting an adjacent opponent within reach. Use the same attack roll but give an adjacent opponent a +10 circumstance bonus to their Armor Class for the purpose of whether they are struck by the blow.



(see 82. *Prehensile Hair*)

84. SHADOW STRIKE [EPIC] (SU)

Your shadow can strike opponents.

Prerequisites: Int 25.

Benefit: You gain an extra attack after you leave a fight, the opponent seemingly attacked by your lingering shadow.

85. SHIELD MASTERY [EPIC] (EX)

You are unimpeded by carrying a shield.

Prerequisites: Shield Focus, Str 23.

Benefit: You suffer no negative penalties for carrying a shield.

Special: Add 10 to the strength prerequisite for each size category beyond medium.

86. SIDEWAYS STEALING [EPIC] (SU)

You can steal in the second dimension.

Prerequisites: Dex 25, Sleight of Hand 30 Ranks.

Benefit: You can steal two-dimensional traits from objects, such as text from a page, the color from the eyes of a princess or the stripes of a tiger. Against an unwilling target you must make a successful touch attack.

87. SILENT SONG [EPIC] (SU)

Your music is so high pitch as to be inaudible to those of normal hearing.

Prerequisites: Bardic Music class feature, Perform 30 Ranks.

Benefit: You can play your music without anyone knowing. It still has full effect upon targets. This also allows your music to function within the effects of a *silence* spell or similar magic.

Normal: Typically, targets must be able to hear your music for it to have an effect upon them.

88. SIXTH SENSE [EPIC] (EX)

You can sense danger before it has happened.

Prerequisites: Alertness, Wis 25.

Benefit: You cannot be surprised. You cannot be caught flatfooted except by opponents who are four levels or more higher.

89. SKY WALKER [EPIC] (SU)

You have mastered esoteric techniques which can make your body lighter than air.

Prerequisites: Balance 35 Ranks, Dex 35, Subtle Body, Tenacious Body, Wis 35.

Benefit: You can fly at your normal movement rate with perfect manoeuvrability.

90. SPELL STEALER [EPIC] (SU)

You steal spells as easily as you would snatch a purse.

Prerequisites: Dex 25, Int 11+, Sleight of Hand 25 Ranks, Sneak Attack 5d6.

Benefit: Whenever you make a successful sneak attack against a spellcaster, you also steal one of their spells for the day. You choose which spell you want to steal. The spellcaster cannot use that spell again that day. If you possess an ability score high enough to cast the stolen spell you may do so once that day. If you do not cast the spell within 24 hours you can no longer cast it. You can only steal one spell per successful sneak attack.

Special: Give the player 60 seconds to look over the opponents spell list and decide which spell they want to steal.

91. SONIC STRIKE [EPIC] (EX)

You can channel vibrational energies into your blows.

Prerequisites: Improved Unarmed Strike, Quivering Palm class feature, Stunning Fist, Wis 25.

Benefit: Your unarmed strikes deal an additional 2d6 sonic damage.

92. SOOTHSAYER [EPIC] (EX)

Lies are anathema to you.

Prerequisites: Int 25, Wis 25.

Benefit: You can only hear the truth. You cannot hear lies. Anyone lying to you looks as if they are moving their lips but not making any sound.

CHAPTER FOUR: POWERS EPIC FEATS

93. STAR CHILD [EPIC] (SU)

You were born under a shooting star.

Prerequisites: Cha 25.

Benefit: Once every year you are granted a *wish*.

94. STELLAR MUSIC [EPIC] (SU)

Your music is an extension of your soul.

Prerequisites: Bardic Music class feature, Perform 30 Ranks, Silent Song.

Benefit: Your music can be heard in any environment. Even within an airless vacuum such as outer space you music can still affect and be heard.

Normal: Typically music (even with the Silent Song feat) needs an environment which can carry sound waves.

95. STICKY STRIKE [EPIC] (EX)

You are knowledgeable in the ways of spider-fist kung fu.

Prerequisites: Dex 25, Improved Unarmed Strike, Wis 25.

Benefit: Once you successfully hit an opponent, all future attacks against that opponent use your highest Base Attack Bonus. As soon as you attempt to strike a different opponent, you lose this benefit.

96. SUBTLE BODY [EPIC] (EX)

You have mastered ancient breathing techniques that render your body virtually weightless.

Prerequisites: Balance 25 Ranks, Dex 25, Wis 25.

Benefit: You can balance on any (liquid or solid) objects that could not naturally support your weight such as water or flimsy tree branches.

97. SUPERIOR CHARGE [EPIC] (EX)

You can time your charges to deliver incredibly powerful blows.

Prerequisites: Ride 25 Ranks, Spirited Charge.

Benefit: You deal triple damage on a charge, or quadruple damage while charging with a lance.

Special: This ability overlaps with Spirited Charge, it does not stack with it.

98. SUPERIOR CLEAVE (EX)

You use the momentum of the cleave to cover a greater distance.

Prerequisites: Base Attack Bonus +14, Cleave, Great Cleave

Benefit: You can make a step (equal to your space) as part of a cleave attempt, potentially cleaving more opponents.

Normal: Typically you can only take a step either before or after attempting a cleave.

99. SUPERIOR FLURRY (EX)

In battle you are a blur of kicks and punches.

Prerequisites: Base Attack Bonus +16, Greater Flurry class feature.

Benefit: You gain a third extra attack at your highest base attack bonus.

100. SUPERIOR QUIVERING PALM [EPIC] (SU)

Your skill with the quivering palm technique is extraordinary.

Prerequisites: Greater Quivering Palm, Quivering Palm class feature.

Benefit: You can make one quivering palm attempt per round.

Normal: You can only make one quivering palm attack each week.

101. SUPERIOR SUNDER [EPIC] (EX)

Blows which miss their target still leave their mark.

Prerequisites: Str 25.

Benefit: Attacks which fail to hit your opponent are treated as sunder attempts.

Normal: Typically you must declare whether you are making a sunder attempt or a regular attack.

102. SUPERIOR WHIRLWIND ATTACK [EPIC] (EX)

You can take a step while using a whirlwind attack.

Prerequisites: Dex 25, Improved Whirlwind Attack, Whirlwind Attack.

Benefit: You can take a step (equal to your space) while using a whirlwind attack. This enables you to threaten more opponents.

103. SUPREME DODGE [EPIC] (EX)

You have eyes on the back of your head.

Prerequisites: Dex 30, Dodge, Improved Dodge, Mobility, Sixth Sense, Spring Attack.

Benefit: You gain your Dodge bonus against all opponents.

Normal: Typically you only gain your Dodge bonus against a single opponent that you have designated.

104. SUPREME TOUGHNESS [EPIC] (EX)

You are supremely stoical.

Prerequisites: Toughness, Improved Toughness.

Benefit: You gain maximum hit points per hit die.

Special: Divine beings (of disciple status or above) automatically gain this feat as part of their divinity template, so it is really only useful to mortals. If a mortal with this feat later ascends to divinity, allow them to take another feat.

105. SURE SHOT [EPIC] (EX)

You are a deadly shot.

Prerequisites: Dex 25, Improved Precise Shot, Precise Shot.

Benefit: For each round you spend taking aim you gain a +4 bonus to hit. You can spend as long as you wish taking aim, however, the bonus cannot be higher than your base attack bonus.

106. TENACIOUS BODY [EPIC] (EX)

You have mastered breathing techniques which allow you to partially defy gravity.

Prerequisites: Balance 30 Ranks, Dex 30, Subtle Body, Wis 30.

Benefit: You can walk up walls or on ceilings as if they were floors.

This is not climbing in the sense that you must hang on, instead the wall or ceiling becomes your new gravity.

107. TENSEGRITY [EPIC] (EX)

You are a veritable beast of burden.

Prerequisites: Con 25, Str 25.

Benefit: Your carrying capacity is doubled for someone with your strength.

108. TERRENE BODY [EPIC] (EX)

You no longer age.

Prerequisites: Con 40, Haleness, Hibernate, Incorruptible Body, Inedia, Insomniac.

Benefit: Your body has become so stoical that it is no longer affected by the ravage of time. Supernatural temporal effects; such as slow or temporal stasis will still affect you, however, you gain a +10 bonus to resist their effects (assuming a saving throw is allowed).

109. THREE-WEAPON FIGHTING [EPIC]

You are proficient in the three-weapon fighting style, where one weapon is constantly being juggled.

Prerequisites: Base Attack Bonus +26, Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: You can make one extra attack with a third weapon. However, using this style, all your attacks (with primary, secondary and tertiary weapons) only add half your strength bonus to damage. In addition you suffer a -8 attack penalty to all three weapons.

Special: If you have the Two-Weapon Fighting Mastery feat you only suffer a -4 penalty to all three weapons.

110. THREE-WEAPON MASTERY [EPIC] (EX)

You have mastered the three-weapon fighting style.

Prerequisites: Base Attack Bonus +46, Dex 37, Greater Three-Weapon Fighting, Greater Two-Weapon Fighting, Improved Three-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Three-Weapon

Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting.

Benefit: You suffer no attack penalty for three-weapon fighting.

Normal: Typically with Three-Weapon Fighting you suffer a -4 penalty on all attacks.

111. TIMELY DODGE

You can time your dodges to place opponents in harms way.

Prerequisites: Dex 25, Dodge, Improved Dodge, Mobility, Spring Attack.

Benefit: Any opponent who misses you has a chance of hitting an adjacent opponent of your choice. Use the same attack roll, but give the adjacent foe a +10 circumstance bonus to its Armor Class.

112. TITANIC WILD SHAPE

You can wildshape into creatures of Titanic size.

Prerequisites: The ability to wild shape into a Colossal creature.

Benefit: You can use your wild shape to take the shape of a titanic animal.

Normal: Without this feat you cannot wild shape into an animal of greater than huge size.

113. TWO-WEAPON MASTERY [EPIC] (EX)

You have mastered the two-weapon fighting style.

Prerequisites: Base Attack Bonus +25, Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: You suffer no attack penalty for two-weapon fighting.

Normal: Typically with the two-weapon fighting feat you suffer a -4 attack penalty to both hands, unless the offhand weapon is lighter in which case the attack penalty is only -2.

114. UNCANNY CHARGE

While charging you can make a devastating follow-up attack.

Prerequisites: Dire Charge, Mastery of the Charge, Perfect Charge, Ride 25 Ranks, Spirited Charge, Superior Charge.

Benefit: Your first two attacks while charging gain any charge based bonuses or multipliers.

Normal: Typically only your first attack while charging gains any charge related bonuses and multipliers.

115. UNCANNY KI STRIKE [EPIC] (EX)

Your blows are supernaturally deadly.

Prerequisites: Improved Unarmed Strike.

Benefit: Each time you take this feat your unarmed attacks gain a +1 enhancement bonus. Instead of an enhancement bonus you can add a special ability of equal market value.

Special: This feat can be taken multiple times and its effects stack. Each time it is taken you can change the special ability it represents.

e.g. A character who had chosen the Bane (+1) special weapon ability with the first feat could change that to the Disruption (+2) special ability by stacking two of these feats together. Or they could keep the Bane (+1) special ability and add the Ghost Touch (+1) special weapon ability using the second application of this feat.

116. UNCANNY POWER ATTACK [EPIC] (EX)

You have the uncanny knack of balancing skill with power.

Prerequisites: Power Attack, Power Attack Mastery, Str 25.

Benefit: You automatically power attack for the amount of damage exceeding your attack roll. Your power attack bonus cannot exceed your base attack bonus.

117. UNCANNY THREE-WEAPON FIGHTING [EPIC] (EX)

You know how to exploit the weapons momentum to get the maximum amount of weight behind every strike.

Prerequisites: Base Attack Bonus +46, Dex 37, Greater Three-Weapon Fighting, Greater Two-Weapon Fighting, Improved Three-Weapon

Fighting, Improved Two-Weapon Fighting, Perfect Three-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Three-Weapon Fighting Mastery, Two-Weapon Fighting, Two-Weapon Fighting Mastery, Uncanny Two-Weapon Fighting.

Benefit: You add your full strength bonus to the damage of each weapon when fighting in three-weapon style of combat.

Normal: Typically when fighting using the three-weapon style of combat you only add half your strength bonus to each weapon you wield.

118. UNCANNY TWO-WEAPON FIGHTING [EPIC] (EX)

You know how to maximise your weight behind every strike.

Prerequisites: Base Attack Bonus +25, Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Two-Weapon Fighting, Two-Weapon Fighting Mastery.

Benefit: You add your full strength bonus to damage when wielding an offhand weapon.

Normal: Typically your offhand weapon only adds half your strength bonus to damage.

119. UNDERWALKER [EPIC] (EX)

You can burrow through solid ground.

Prerequisites: Dex 25, Str 25 (sand/loose earth) add 2 to the Strength prerequisite for every point of material hardness of the terrain. Solid granite (hardness 8) would require a Strength of 41 to burrow through.

Benefit: You can burrow through the earth at half your land speed.

120. UNIVERSAL ENERGY STRIKE [EPIC] (EX)

Your body is a conduit of elemental energy.

Prerequisites: Elemental Wildshape, Wis 25

Benefit: You can cause attacking appendages or weapons you wield to deliver an additional 2d6 energy damage to opponents. You can choose from acid, cold, electricity, fire or sonic damage.

Special: You do not need to be wild shaping to benefit from this effect. If you are wild shaping, the energy type does not need to correspond to your current elemental form although a fire elemental dealing cold damage would negate its own. While this extra damage can be applied to weapons it does not stack with weapons which already deliver the same type of energy damage.

121. VENOMOUS WILD SHAPE [EPIC] (EX)

Your body can generate its own toxins.

Prerequisites: Con 25, Wildshape, Wis 25.

Benefit: Any natural attacks (wild shaped or otherwise) can deliver a powerful venom to the opponent. Forcing them to make a Fortitude save (DC 10 + 1/2 creature's hit die + creature's Charisma modifier + any divine rank) or suffer 1d6/1d6 poison damage.

Any ability score can be initially chosen to be affected by the poison. However, once the poison has been determined (as to which ability score is affected by it) it cannot be changed.

122. VIGOROUS RAGE (EX)

Your rage is exceptionally powerful.

Prerequisites: Rage class feature.

Benefit: While raging you gain an additional +1 bonus to Strength and Constitution.

Special: This feat can be taken multiple times and its effects stack. Each time it is taken your rage gains an additional +1 to Strength and Constitution.

123. WEAPON ABATEMENT [EPIC] (SU)

You miraculously avoid the first blow of any weapon.

Prerequisites: Cha 25.

Benefit: Only weapons that know you can harm you. The first time a weapon strikes you the blow is turned aside as if by a miracle or other stroke of good fortune. Second and subsequent blows are not turned away.

Missile weapons have their first shot turned away, however a character would be immune to someone throwing a brace of daggers at them.

Special: This feat is a useful foil against assassins.

123. WEAPON MASTERY [EPIC] (EX)

You are adept with all weapons.

Prerequisites: Base Attack Bonus +25, Weapon Focus, Weapon Specialization.

Benefit: Bonuses from Weapon Focus and Weapon Specialization feats (including Greater and Epic extensions) apply to all weapons of that particular class, such as crushing, missile, piercing or slashing.

Normal: Typically Weapon Focus and Weapon Specialization apply to only one specific type of weapon.

Special: You can take this feat four times. Each time it applies to one of the different weapon categories.

TABLE 4-7: CHOOSING NEW EPIC FEATS FOR YOUR CHARACTER

Ability Score	Epic Feats
Charisma	Star Child
Constitution	Incorruptable Body, Light Fortification, Nosodic, Terrene Body
Dexterity	Eclectic Defense, Eclectic Shot, Eclectic Strike
Intelligence	Mathesis, Phrenology
Strength	Light Eradication
Wisdom	Malificus

Class	Epic Feats
Barbarian	Apopenia, Blood Rage
Bard	Concerted Inspiration, Haunting Music, Silent Song, Stellar Music
Cleric	Divine Guidance, Divine Healing, Divine Providence, Divine Retribution, Divine Right, Divine Wisdom, Improved Turning
Druid	Titanic Wildshape, Universal Energy Strike, Venomous Wildshape
Fighter	Epic Potency, Weapon Mastery
Monk	Cat's Fall, Ether Goer, Greater Quivering Palm, Skywalker, Sonic Strike, Sticky Strike, Subtle Body, Superior Flurry, Superior Quivering Palm, Tenacious Body, Uncanny Ki Strike
Paladin	(see Mounted Combat below)
Ranger	Incite Hatred
Rogue	Amazing Pockets, Plastic Soul, Shadow Strike, Sideways Stealing, Spell Stealer
Sorcerer	-
Wizard	Automatic Writing

Prestige Class	Epic Feats
Archer	Enchanted Archery, Impaling Shot, Legendary Archer, Piercing Shot, Sure Shot
Assassin	Killer Instinct

Skill	Epic Feats
Combat (Attack)	Double Standards, Expert Strike, Greater Power Attack, Greater Sunder, Improved Finesses, Preemptive Strike, Power Attack Mastery, Shadow Strike, Superior Cleave, Superior Sunder, Superior Whirlwind Attack, Uncanny Power Attack
Combat (Defense)	Combat Mastery, Epic Shield Focus, Fire Baptism Heavy Armor Mastery, Heavy Fortification, Light Armor Mastery, Light Fortification, Medium Armor Mastery, Moderate Fortification, Shield Mastery, Supreme Dodge, Timely Dodge
Combat (Mounted)	Mastery of the Charge, Perfect Charge, Superior Charge, Uncanny Charge
Critical Hit	Greater Critical, Greater Critical Multiplier, Improved Critical Multiplier, Light Eradication
Magic	Improved Spellcasting, Improved Summoning, Mantic Frenzy
Metamagic	Automatic Metamagic Capacity, Metamagic Freedom
Saving Throws	Good Fortitude, Good Reflexes, Good Will

FEAT PACKAGES

Instead of taking a divine ability, characters can instead opt to choose a grouping of six feats (epic or otherwise). These are known as feat packages. Some of these Feat Packages are common enough as to be given names of their own (See Table 4-6: Feat Packages).

Feat packages can also be used to help reduce the time taken for character creation (both PC and NPC). Instead of choosing feats for a character, simply divided the number of feats by six and give them that many feat packages.

e.g. A 40th-level Fighter (human) would have 36 feats. Instead of taking the time to determine all 36, simply assign the character five appropriate feat packages. Then use the remainder for assigning individual feats.

Another aspect of feat packages is that, in terms of power, they give a more atypical character build, more akin to a character that has evolved through the levels rather than one that has been designed specifically at that level.

DIVINE PACKAGES

A group of six divine abilities could be bound to form a single cosmic ability.

e.g. The **Cosmic Paladin I** (Divine Package) could comprise the divine abilities: Sacred Lord, Saviour, Superior Smiting, Vanguard Fortitude, Vanguard Reflexes, and Vanguard Will.

COSMIC PACKAGES

There are probably not enough cosmic abilities based on the same theme or character class to create a cosmic package for each character class. But that's not to say you couldn't create some new cosmic abilities for just such a purpose.

e.g. The **Transcendental Druid I** (Cosmic Package) could comprise the cosmic abilities: Chimerical, Doppelganger, Metamorph, Molymorph, Starstruck and Swarm Master.

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TABLE 4-8: DIVINE ABILITY FEAT PACKAGES

Class	Included Feats	Prerequisites	Benefit
Divine Barbarian I	Blood Rage* Chaotic Rage Incite Rage Ruinous Rage Terrifying Rage Thundering Rage	Cha 25, Greater Rage, Improved Sunder, Intimidate 25 Ranks, Power Attack, Rage 5/day, Str 25	The greater your wounds the greater your rage You deal +2d6 Chaotic damage Your rage incites allies with 60 ft. to do likewise During rage, ignore object hardness and deal x2 Str Enemies intimidated by your rage You deal +2d6 Electrical damage
Divine Barbarian II	Vigorous Rage (x6)*	Greater Rage	Strength and Constitution +6, while raging
Divine Bard I	Deafening Song Hindering Song Inspire Excellence Music of the Gods Reactive Countersong Silent Song*	Bardic Music, Cha 25, Combat Reflexes, Perform 30 Ranks	Deafen enemies within 30 ft. Hinder enemy spellcasters within 30 ft. Allies gain +4 ability score bonus Affect those immune to mind-affecting effects Begin a countersong at any time. Your music is inaudible
Divine Bard II	Concerted Inspiration* Group Inspiration Haunting Music* Lasting Inspiration Ranged Inspiration Rapid Inspiration	Bardic Music, Cha 25, Perform 30 Ranks	Combine your music with other bards The number of allies you can affect is doubled Delay the effects of your music Bardic music inspiration lasts ten times as long Bardic music range doubled Use Bardic music as a standard action
Divine Bard III	Epic Inspiration (x6)	Bardic Music, Cha 25, Perform 30 Ranks	Bardic music inspiration increases sevenfold
Divine Cleric I (non-evil)	Bonus Domain Improved Alignment Based Casting Planar Turning Positive Energy Aura Spectral Strike Spontaneous Domain Access	Cast 9th-level Spells, Cha 25, Spellcraft 30 Ranks, Turn/Rebuke Undead, Wis 25	Gain one additional domain of spells Alignment based spells cast at 3 levels higher Turn outsiders as if they were undead Automatically turn undead within 15 ft. Ignore the 50% miss chance vs. incorporeal enemies Convert any prepared cleric spell into a domain spell
Divine Cleric I (evil)	Improved Alignment Based Casting Negative Energy Burst Planar Turning Spontaneous Domain Access Undead Mastery Zone of Animation	Cast <i>Inflict Critical Wounds</i> , Cha 25, Evil Alignment (any), Spellcraft 30 Ranks, Turn/Rebuke Undead, Wis 25	Alignment based spells cast at 3 levels higher Unleash a burst of negative energy Turn outsiders as if they were undead Convert any prepared cleric spell into a domain spell Command ten times your level in HD of undead Use a rebuke/command attempt to <i>animate dead</i>
Divine Cleric II	Divine Guidance Divine Healing Divine Providence Divine Retribution Divine Right Divine Wisdom	Turn/Rebuke Undead, Wis 25	
Divine Cleric II	Improved Turning (x6)*	Turn/Rebuke Undead, Wis 15	Turn/Rebuke Undead as if you were 12 Levels higher
Divine Druid I	Colossal/Fine Wildshape Diminutive /Gargantuan Wildshape Dragon Wildshape Magical Beast Wildshape Plant Wildshape Vermin Wildshape	Knowledge (nature) 30 Ranks, Wildshape 6/day, Wis 30	Wildshape into animals of Colossal or Fine size Wildshape into Diminutive or Gargantuan animals You can take the form of a dragon You can wildshape into magical beast form You can wildshape into plant form You can wildshape into vermin form
Divine Druid II	Venomous Wildshape*	Con 25, Wildshape 5/day	Inflict up to 6d4 ability damage
Divine Fighter I	Epic Potency* (x6)	Weapon Specialization	Damage increased by +12
Divine Fighter II	Dire Charge Epic Potency* Expert Strike* Greater Critical Multiplier* Improved Critical Multiplier* Second Strike*	BAB +22, Weapon Focus, Weapon Specialization	Make a full attack after charging Damage increased by +12 Gain a cumulative +1 bonus/round against one foe Critical multiplier tripled Critical multiplier doubled Misses have a chance of striking adjacent opponents
Divine Monk I	Deflect Arrows Improved Critical Improved Grapple Improved Unarmed Strike Snatch Arrows Stunning Fist	BAB +8, Dex 15, Wis 13	Deflect one ranged attack per round Critical threat range doubled +4 bonus on grapple checks Considered armed even when unarmed Catch a deflected ranged attack Stun an opponent with an unarmed strike

CHAPTER FOUR: POWERS FEAT PACKAGES

Class	Included Feats	Prerequisites	Benefit
Divine Monk II	Epic Weapon Focus (Unarmed) Keen Strike Righteous Strike Shattering Strike Sonic Strike* Vorpal Strike	Improved Critical, Improved Unarmed Strike, Str 25, Wis 25	+2 Attack bonus with unarmed attacks Unarmed attacks threaten a critical hit on a 19-20 Unarmed attacks +2d6 damage vs. Chaotic creatures Concentration check, not strength, to break objects Unarmed attacks +2d6 sonic damage Decapitate an opponent with an unarmed strike
Divine Monk III	Exceptional Deflection Improved Quivering Palm Infinite Deflection Reflect Arrows Sticky Strike Superior Flurry	BAB +16, Deflect Arrows, Dex 25, Improved Unarmed Strike, Wis 25	Deflect ranged attacks (including spells) Quivering palm affects those immune to critical hits Perform any number of deflections per round Reflect deflected arrows using your base attack bonus Use your highest BAB after you successfully hit Gain three extra attacks using a flurry of blows
Divine Monk IV	Improved Ki Strike (x6)	Wis 21	Your unarmed attacks gain a +6 enhancement bonus
Divine Monk V	Uncanny Ki Strike* (x6)	Wis 25	Unarmed attacks gain +6 worth of weapon abilities
Divine Paladin I	Great Smiting Holy Strike Improved Aura of Courage Planar Turning Spectral Strike Widen Aura of Courage	Aura of Courage, Cha 25, Smite Ability, Turn/Rebuke Undead, Wis 25	Smiting damage doubled Add +2d6 holy damage vs. evil creatures Aura of courage grants a +8 morale bonus vs. fear Turn outsiders as if they were undead Ignore the 50% miss chance vs. incorporeal enemies Aura of courage extends to all allies within 100 ft.
Divine Ranger I	Bane of Enemies Death of Enemies Improved Favored Enemy Improved Favored Enemy Incite Hatred* Legendary Tracker	Cha 25, 5 Favored Enemies, Survival 30 Ranks	+2 attack bonus and +2d6 damage vs. favored enemies Your critical hits have a chance to kill favored enemies Add +1 bonus between favored enemy dice rolls Add +1 bonus between favored enemy dice rolls Allies within 30 ft. gain favored enemy bonus Track creatures across land, air or sea
Divine Ranger II	Improved Favored Enemy (x6)	5 Favored Enemies	Add +6 bonus between favored enemy dice rolls
Divine Rogue I	Amazing Pockets* (x6)	Sleight of Hand 25 Ranks	Steal objects 64 times larger
Divine Rogue II	Dextrous Fortitude Dextrous Will Lingering Damage Sideways Stealing* Sneak Attack of Opportunity Trap Sense	Crippling Strike, Dex 25, Opportunist, Sleight of Hand 25 Ranks, Slippery Mind, Sneak Attack 8d6	Use your Reflex save in place of Fortitude save Use your Reflex save in place of Will save Sneak attack damage repeated the following round Steal two-dimensional objects Any attack of opportunity you make is a sneak attack Gain a search check when you are within 5 ft. of a trap
Divine Rogue III	Improved Sneak Attack (x6)	Sneak Attack +8d6	Sneak attack damage increased by 6d6
Divine Wizard	Automatic Writing* Eschew Materials Ignore Material Components Scribe Epic Scroll Spell Knowledge* Spell Mastery	Cast 9th-level Spells, Int 25, Knowledge (Arcana) 25 Ranks,	Spells you see automatically written into spellbook Add +6 to caster level checks to defeat spell resistance You may cast your spells without material components Do not incur attacks of opportunity while spellcasting Learn two new spells up to your maximum level Can prepare some spells without a spellbook
Divine Archer I	Far Shot Manyshot Point Blank Shot Precise Shot Rapid Shot Shot on the Run	BAB +6, Dex 17, Dodge, Mobility	Increase range increment by 50% Shoot two or more arrows simultaneously +1 bonus on ranged attack and damage within 30 ft. No -4 penalty for shooting into melee One extra ranged attack each round Move before and after a ranged attack
Divine Archer II	Combat Archery Distant Shot Enhanced Archery* Improved Precise Shot Sure Shot* Swarm of Arrows	BAB +11, Dex 25, Dodge, Far Shot, Mobility, Point Blank Shot, Precise Shot, Shot, Spot 20 Ranks, Weapon Focus (bow)	Do not incur attacks of opportunity for using bow Range equals line of sight Stack missile and weapon enhancement bonuses Ignore less than total cover/concealment +4 attack bonus for every round spent aiming Fire one arrow at each opponent within 30 ft.
Divine Blackguard	Great Smiting Improved Aura of Despair Nosodic* Undead Mastery Unholy Strike Widen Aura of Despair	Aura of Despair, Cha 25, Con 25, Smite Ability, Turn/Rebuke Undead, Wis 19	Smiting damage doubled Aura of despair grants a +8 morale bonus vs. fear Diseases affect you positively Command ten times your level in HD of undead Add +2d6 unholy damage vs. good creatures Aura of despair extends to all enemies within 100 ft.

*New feats from this book.

TABLE 4-8: DIVINE ABILITY FEAT PACKAGES

Feat Package Name	Included Feats	Prerequisites	Benefit
Combat based Feat Packages			
Combat Expertise	Combat Expertise Combat Mastery* Improved Disarm Improved Feint Improved Trip Whirlwind Attack	BAB +4, Dex 13, Int 25	Trade Attack Bonus for AC (max 5 points) Trade any amount of Attack Bonus to AC +4 bonus on disarm attempts; no AOO Feint in combat as a move action +4 bonus on trip attempts; no AOO One melee attack against each foe within reach
Epic Prowess	Epic Prowess (x6)	-	Add a +6 Bonus to all attack rolls
Improved Unarmed Strike	Deflect Arrows Improved Grapple Improved Unarmed Strike Snatch Arrows Stunning Fist ?	BAB +8, Dex 15, Wis 13	Deflect one ranged attack per round +4 bonus on grapple checks; no AOO Considered armed even when unarmed Catch a deflected ranged attack Stun an opponent with an unarmed strike ?
Mounted Combat	Mounted Archery Mounted Combat Ride by Attack Spirited Charge Superior Charge* Trample	Ride 25 Ranks	Half penalty for ranged attacks while mounted Negate hits on mount with Ride check Move before and after a mounted charge Double damage with a mounted charge Triple damage with a mounted charge Target cannot avoid mounted overrun
Point Blank Shot	Far Shot Manyslot Point Blank Shot Precise Shot Rapid Shot Shot on the Run	BAB +6, Dex 17, Dodge, Mobility	Increase range increment by 50% Shoot two or more arrows simultaneously +1 bonus on ranged attack & damage within 30 ft. No -4 penalty for shooting into melee One extra ranged attack each round Move before and after a ranged attack
Power Attack	Cleave Great Cleave Improved Bull Rush Improved Overrun Improved Sunder Power Attack	BAB +4, Str 13	Extra melee attack after dropping a target No limit to cleave attacks each round +4 bonus on bull rush attempts, no AOO +4 bonus on overrun attempts, no AOO +4 bonus on sunder attempts, no AOO Trade attack bonus for damage
Three-Weapon Fighting	Greater Three-Weapon Fighting* Improved Three-Weapon Fighting* Perfect Three-Weapon Fighting* Three-Weapon Fighting* Three-Weapon Mastery* Uncanny Three-Weapon Fighting*	BAB +46, Dex 37, Two-weapon Fighting (feat package)	Gain a third juggled weapon attack Gain a second juggled weapon attack Gain a fourth juggled weapon attack Gain an extra attack with a juggled weapon No attack penalties while three-weapon fighting Full strength bonus while three-weapon fighting
Two-Weapon Fighting	Greater Two-Weapon Fighting Improved Two-Weapon Fighting Perfect Two-Weapon Fighting Two-Weapon Fighting Two-Weapon Mastery* Uncanny Two-Weapon Fighting*	BAB +16, Dex 21,	Gain a third offhand attack Gain a second offhand attack Gain a fourth offhand attack Reduce Two-weapon Fighting penalties by 2 No attack penalties while three-weapon fighting Full strength bonus while two-weapon fighting
Weapon Focus	Epic Weapon Focus Greater Critical Greater Weapon Focus Improved Critical Weapon Focus Weapon Mastery*	BAB +22	+2 bonus to attack rolls with selected weapon Critical threat range tripled +1 bonus to attack rolls with selected weapon Critical threat range doubled +1 bonus to attack rolls with selected weapon Weapon Focus bonuses apply to similar weapons
Defensive Feat Packages			
Armor Mastery	Heavy Armor Mastery* Heavy Fortification* Light Armor Mastery* Light Fortification* Medium Armor Mastery* Moderate Fortification*	Str 33	No penalties for wearing heavy armor 100% chance of avoiding critical hits No penalties for wearing light armor 25% chance of avoiding critical hits No penalties for wearing medium armor 50% of ignoring critical hits
Armor Skin	Armor Skin (x6)	-	+12 natural armor bonus
Damage Reduction	Damage Reduction (x6)	Con 21	Damage reduction 18/-
Dodge	Dodge Fire Baptism* Improved Dodge* Mobility Spring Attack Timely Dodge	BAB +4, Dex 13	+2 dodge bonus to AC against selected targets Cumulative +1 dodge bonus per round +6 dodge bonus to AC against selected targets +4 dodge bonus to AC against some AOO Move before and after melee attack Opponent's misses can strike their allies

CHAPTER FOUR: POWERS FEAT PACKAGES

Feat Package Name	Included Feats	Prerequisites	Benefit
Shield Mastery	Epic Shield Focus* Improved Shield Bash Shield Focus Shield Mastery* Shield Proficiency Tower Shield Proficiency	Str 23	Adjacent ally also gains the benefit of your shield Retain shield bonus when shield bashing Shield bonus doubled Use a shield without physical penalty No armor check penalties on attack rolls No armor check penalty on attack rolls
General Feat Packages			
Additional Magic Item Space	Additional Magic Item Space (x6)	-	Gain 6 additional magic item spaces
Epic Toughness	Epic Toughness (x6)	Toughness	Gain +120 hit points
Fast Healing	Fast Healing (x6)	Con 25	Fast Healing 18
Great [Ability Score]	Great [Ability Score] (x6)	-	Gain +6 to one ability score
Immortality	Haleness* Hibernate* Incorruptible Body* Inedia* Insomniac* Terrene Body*	Con 40	You no longer need to breathe You can rest without sustenance You can be raised after any amount of time No longer need food or water You no longer require sleep You no longer age
Movement	Ether Goer* Legendary Leaper Sky Walker* Subtle Body* Tenacious Body* Underwalker*	Balance 40 Ranks, Dex 40, Jump 40 Ranks, Str 25+, Wis 40	You can become ethereal at will Jump distance no longer restricted by height You can fly Balance on objects too light to support you You can walk on walls like a spider You can burrow at half your normal speed
Saving Throws	Epic Fortitude Epic Reflexes Epic Will Great Fortitude Iron Will Lightning Reflexes	-	+4 to fortitude saves (stacks with Great Fortitude) +4 to reflex saves (stacks with Lightning Reflexes) +4 to will saves (stacks with Iron Will) +2 to fortitude saves +2 to will saves +2 to reflex saves
Speed	Epic Speed Improved Initiative Pre-emptive Strike* Quick Draw Run Supreme Initiative	BAB +1	Speed increased by 10 ft. +4 on initiative checks Make one extra attack at the start of combat Draw weapon as a free action Run at five times your movement rate A further +4 on initiative checks
Spellcasting Feat Packages			
Additional Spell Slots	Additional Spell Slots (x6)	Cast max-level spells	Gain 12 additional spell slots
Auto. Metamagic Capacity	Auto. Metamagic Capacity* (x6)	-	Gain 6 free metamagic levels
Craft	Craft Magic Arms and Armor Craft Rod Craft Staff Craft Wand Craft Wondrous Item Forge Ring	Caster level 12th	Create magic weapons, armor and shields Create magic rods Create magic staves Create magic wands Create magic wondrous items Create magic rings
Epic Spellcasting	Epic Spellcasting Familiar Spell Improved Counterspell Master Staff Master Wand Spell Opportunity	Cast 9th-level spells, Craft Staff, Craft Wand, Knowledge 24 Ranks Spellcraft 15 Ranks	Create epic spells Familiar can use one of your spell-like abilities ? Activate a staff without using a charge Activate a wand without using a charge Cast a touch spell as an AOO
Metamagic	Choose any six metamagic feats	-	Variable benefits
Permanent Emanation	Permanent Emanation (x6)	Spellcraft 25 Ranks	One personal emanation spell becomes permanent
Spell Knowledge	Spell Knowledge (x6)	Cast max-level spells	Learn 12 new spells
Spell Focus	Epic Spell Focus Epic Spell Penetration Greater Spell Focus Greater Spell Penetration Spell Focus Spell Penetration	-	+2 to save DCs against a specific school of magic +2 on caster level checks to defeat spell resistance +2 to save DCs against a specific school of magic +2 on caster level checks to defeat spell resistance +2 to save DCs against a specific school of magic +2 on caster level checks to defeat spell resistance
Spell Stowaway	Spell Stowaway (x6)	Spellcraft 24 Ranks	Gain benefits of selected spell when used near you
Spontaneous Spell	Spontaneous Spell (x6)	Spellcraft 25 Ranks	Spontaneously convert one selected spell
Tenacious Magic	Tenacious Magic (x6)	Spellcraft 15 Ranks	Selected spell cannot be dispelled, only suppressed

*New feats from this book.

DIVINE ABILITIES

Certain abilities have part of their titles in parenthesis, such as [Energy] Absorption, Force [Effect] and even double parenthesis powers such as [Aligned] [Effect]. Words within parenthesis denote some sort of multiple choice is on offer. Some choices are fairly straightforward, while others require a bit more explanation. All are outlined below.

[ABILITY SCORE]

- **Charisma:** Charisma based
- **Constitution:** Constitution based.
- **Dexterity:** Dexterity based.
- **Intelligence:** Intelligence based.
- **Strength:** Strength based.
- **Wisdom:** Wisdom based.

[ALIGNED]

Aligned effects either apply to the given alignment (if benefits are positive) or the opposed alignment (if the penalties are negative).

TABLE 4-9: ALIGNED PARAMETERS

Aligned Trait	Positive Effect Applies to	Negative Effect Applies to
Balance	True Neutral-aligned	Chaotic Evil, Chaotic Good, Lawful Evil, Lawful Good
Anarchic	Chaotic-aligned	Any Lawful
Axiomatic	Lawful-aligned	Any Chaotic
Holy	Good-aligned	Any Evil
Unholy	Evil-aligned	Any Good

e.g. When choosing the [Aligned] Messiah cosmic ability, you pick one of the above aligned traits. The ability is then re-titled; Axiomatic Messiah for instance.

[EFFECT]

Abilities with the [effect] suffix were created to give multiple, mainly attacking options. Each effect has a base number of dice, as well as a base area of effect or range (See Table 4-10). Both of these factors can be increased by adding additional divine ability slots, increasing an effect from Standard through Greater, Superior, Perfect, Mastery and Uncanny Mastery.

- **Beam (Ray):** As a standard action, the deity can unleash visceral blasts from its body (typically its eyes or hands) against its foes. It must make a successful ranged touch attack to deliver the damage.
- **Blast (Wave):** As a standard action, the deity can emanate the effect either centred on their person exploding outwards (the immortal is undamaged by this) or at range (akin to a fireball). The radius of the explosion is equal to 25 ft. + 5 ft./2 hit die of the immortal. Those caught within the area of effect must make a Reflex saving throw (DC 20 + key ability bonus + divine rank) for half damage.
- **Blood:** Anyone striking and injuring the deity in melee is splashed by the deities ichor and suffers the effect. The deity does not need to have actual blood, to gain this ability, it could be bone shards, ethereal essence

TABLE 4-10: EFFECT PARAMETERS

Effect	Damage Dice per Hit Die						Base Area/Range		
	Standard	Greater	Superior	Perfect	Mastery	Uncanny	Save/Type	Ability	
1 Beam (Ray)	1/4	1/2	3/4	1/1	1/1	1/1	No	-	Long (400 ft. + 40 ft./hit die)
2 Blast (Wave)	1/8	1/4	3/8	1/2	1/2	1/2	Half/Ref.	Cha	Long (400 ft. + 40 ft./hit die)
3 Blood	1/16	1/8	3/16	1/4	1/4	1/4	Yes/Ref.	Con*	Melee
4 Breath	1/4	1/2	3/4	1/1	1/1	1/1	Half/Ref.	Con*	Close (Cone = 25 ft. + 5 ft./2 hit die), Medium (Line = 100 ft. + 10 ft./hit die)
5 Hand (Touch)	1/2	3/4	1/1	3/2	3/2	3/2	No	-	Melee Touch
6 Immolation	1/2	3/4	1/1	3/2	3/2	3/2	Half/Ref.	Con*	Aura (Range variable, see page 23)
7 Storm (Aura)	1/16	1/8	3/16	1/4	1/4	1/4	Special	Cha	Aura (Range variable, see page 23)
8 Strike	1/16	1/8	3/16	1/4	1/4	1/4	No	-	Melee (Bonus damage to attack)
9 Wrath (Gaze)	1/8	1/4	3/8	1/2	1/2	1/2	Yes/Will	Cha	Close (25 ft. + 5 ft./2 hit die)

*If the creature has no Constitution score use its Charisma modifier to determine effect DCs.

or any other possible type of reply. This is an automatic ability and does not count against the deities actions.

- **Breath:** As a standard action, the deity can exhale the effect (typically from its mouth). There is a 1d4 round delay between each use of this ability. Those caught within the area of effect must make a Reflex saving throw (DC 20 + key ability bonus + divine rank) for half damage.
- **Hand (Touch):** The deities very touch conveys the effect. This represents a standard action, though only requires a successful touch attack to deliver the effect.
- **Immolation (Death Throes):** This type of effect only occurs when the god's manifestation is destroyed (although, as a standard action, the deity can also opt for self-destruction). When the god's manifestation is reduced to negative hit points, it explodes, those caught within the area of effect must make a Reflex saving throw (DC 20 + key ability bonus + divine rank) for half damage.
- **Storm (Aura):** The effect can be activated as a standard action existing until dismissed. It surrounds the deity in a clearly tangible field that moves with the immortal. Those caught within the area of effect take full damage. Those who attempt to move out of the area can make a Reflex saving throw (DC 20 + key ability bonus + divine rank) for half damage.
- **Strike:** This effect can be activated as a free action and lasts until dismissed. The effect accompanies the deities melee attacks, acting in tandem with both natural and manufactured weapons. Although the effect does not stack with similar special weapon abilities.

e.g. The Fiery Strike divine ability would not stack with the damage from any type of flaming weapon special ability.

- **Wrath (Gaze):** The deities potent gaze delivers the effect. Each round targets are within the area of effect, they must make a Will saving throw (DC 20 + Charisma bonus + divine rank) to avoid the effect. This effect operates automatically, however, targets need only make one successful saving throw per round. The effect can be switched off as a free action, but takes a full round to reactivate.

EFFECTS - STEP BY STEP

Step 1: Choose an ability with the [Effect] suffix in parenthesis [*].

Step 2: Choose one of the nine types of effects (Beam, Blast, Blood, Breath, Hand, Immolation, Storm, Strike, Wrath).

Step 3: Apply the deities hit die to Table 4-9: Effect Parameters.

Steps 4-6 (optional): You can double the damage three times (in such cases a double-double is a triple) by taking the same divine ability three more times.

Step 7 (optional): Once the immortal takes the ability for the fifth time, it has mastered the ability. Instead of increasing the damage this time, it gains access to all the other types of effects. All of which are rated as 'Perfect' (see Table 4-9) for the purpose of determining their amount of dice.

Step 8 (optional): In choosing the same ability for the sixth, and final time, the immortal can now shape the effect so that it can pick and choose which targets within the area of effect suffer the damage.

e.g. The immortal could use a Force Blast on a group containing both enemies and allies, and only target the enemies. Or use Iatric Breath on a similarly mixed group and only choose to heal its allies.

Insert Illustration of all the different Effects

CASE STUDY: DEMIGOD (33RD-LEVEL RANGER).

1. The immortal takes the Bane [Effect] divine ability.
2. The immortal chooses 'Blast' as the effect. Henceforth it has the Bane Blast ability.
3. As per Table 4-9; a standard Blast effect deals an amount of dice equal to 1/8th the immortal's hit die. In this case for 4 dice of damage, each a d12 (as noted under the Bane [Effect] divine ability).
- 4-6. The immortal takes the ability three more times (Greater Bane Breath, Superior Bane Breath and Perfect Bane Breath). The damage becomes 16d12.
7. The immortal can now use Bane Beam, Bane Blood, Bane Breath, Bane Hand, Bane Immolation, Bane Storm, Bane Strike and Bane Wrath, as well as Bane Blast (the initially chosen power). The immortal can employ multiple effects at the same time. However, if it does this, then divide the damage for each by the number of effects active.

e.g. The demigod chooses to use Bane Strike and Bane Blood at the same time. Both are normally 1/4th the immortal's hit die, but because two powers are in play simultaneously, then their effect is halved (1/8th in this case). So our demigod, with 33 hit die, would deal 4d12 Bane damage with each strike (to any of its favored enemies) and any favored enemy striking the demigod in melee would suffer 4d12 Bane damage.

Each effect has a base number of dice, as well as a base area of effect or range. Both of these factors can be increased by adding additional divine ability slots, increasing an effect from Standard through Greater, Superior and ultimately to Perfect.

e.g. An immortal with 40 hit die might take the [Energy] [Effect] Divine Ability. Choosing Sonic (Energy) and Breath (Effect). This would give the being a breathe weapon dealing 10d6 sonic damage with a range of 125 feet (cone). The immortal could then use another feat slot to gain Improved Sonic Breath which would deal 20d6.

COMBINING EFFECTS

When you combine two effects the amount of damage dice remains the same, but is divided amongst the different effects.

e.g. A Fire Beam (normally dealing 30d6) could be combined with a Holy Beam (normally dealing 30d8), but when combined the damage would be 15d6 fire plus 15d8 holy damage.

When combining effects you do not have to split the damage equally, but always round down any fractions.

EFFECT MULTIPLIERS

Those abilities with the word 'Effect' in their title with no parenthesis are effect multipliers. In and of themselves, they convey no actual abilities, instead they augment existing [Effect] based abilities. You can add effect multipliers to any effect.

e.g. The Quantum Effect divine ability simply augments an existing [Effect] ability.

[ENERGY]

- **Acidic:** Acid based.
- **Fiery:** Fire based.
- **Icy:** Cold based.
- **Lightning:** Electricity based.
- **Thundering:** Sonic based.

[WEAPON TYPE]

- **Crushing:** Applies to all crushing weapons.
- **Piercing:** Applies to all piercing weapons.
- **Slashing:** Applies to all slashing weapons.

DIVINE ABILITIES

TABLE 4-11: DIVINE ABILITIES

#	Divine Ability Name	Ex/Su	Prerequisites	Benefit
1	Abnormality (S)	Ex	Special	You have unnatural physiognomy, such as multiple arms
2	Achilles Heel	Su	Damage Reduction	Gain increased protection but one especially vulnerable point
3	Adamantine Body	Ex	Iron Body	Your body turns to living adamantine
4	Adjuration (S)	Su	-	You can summon allies to your side
5	[Aligned] [Effect]	Su	Appropriate alignment	The effect causes aligned based damage
6	Animus	Ex	10 Favored Enemies	You gain your favored enemy bonus against all opponents
7	Anyfeat (S)	Var.	-	You gain a single Feat which can be changed at will
8	Apocrypha	Su	Hide 40 Ranks	You cannot be scryed or detected
9	Apport	Su	-	Equipment returns to you
10	Asomatous	Ex	-	You gain incorporeal traits
11	Asport	Su	Sleight of Hand 40 Ranks	You can summon an opponents item
12	Bane [Effect]	Su	10 Favored Enemies	The effect causes damage to one creature type
13	Bane Guard	Su	10 Favored Enemies	Your damage reduction is doubled against favored enemies
14	Blood Boil	Su	Cha 40, Rage 10/day	Cause opponents to go berserk
15	Blood Brothers	Su	Rage 10/day	Add the rage of an ally to your own
16	Blood Strike	Ex	Con 40, Rage 10/day	You can expend hit points to increase damage
17	Carapace	Ex	Squamous	Your divine natural armor bonus is quadrupled
18	Celerity	Su	Dex 40	Your speed is tripled
19	Convergent Effect	Su	-	Combine abilities with other immortals to enhance the effect
20	Cozen	Su	Sleight of Hand 40 Ranks, Sneak Attack 10d6	You can steal the abilities of other beings
21	Create Greater Spawn	Su	Create Spawn, Any Evil alignment, Wis 40	Give rise to more powerful undead
22	Create Spawn	Su	Any Evil alignment, Wis 40, Zone of Animation	Slain mortal opponents rise as undead
23	Cunning Body	Ex	Int 40	Circumstance bonus to armor class equal to your Divine Rank
24	Cunning Mind	Ex	Int 40	Circumstance bonus to attack rolls equal to your Int modifier
25	Cunning Soul	Ex	Int 40	Circumstance bonus to saving throws equal to your Int modifier
26	Cunning Spirit	Ex	Int 40	Circumstance bonus to all DCs equal to your Divine Rank
27	Dimensional Ancestry	Ex	Variable	Gain the traits of any dimensional sub-type
28	Diseased [Effect]	Su	Any non-Good alignment	The effect causes disease based damage
29	Disheartening Dodge	Ex	Fire Baptism	+1 morale bonus to AC per miss
30	Distant Gaze	Su	-	Your gaze can expel targets from the plane
31	Divine Architect	Ex	Int 40	Creation times measured in hours instead of days
32	Divine Champion	Su	Cha 40	You can borrow abilities from other deities
33	Divine [Effect]	Su	-	The effect drains quintessence
34	Divine Immensity (S)	Su	-	You can change its size up or down by a single size category
35	Divine Sneak Attack	Su	Sneak Attack 10d6	Half all sneak attack damage is divine damage
36	Divine Sorcery	Su	Cast 9th-level spells, Cha 40 Spellcraft 40 Ranks	You have twice as many spells known for each level
37	Divine Toughness	Ex	Perfect Toughness	Hit Dice becomes d20
38	Divine Wizardry	Su	Cast 9th-level spells, Int 40 Spellcraft 40 Ranks	You have twice as many spell slots per day
39	Dragon Companion	Ex	Beast Companion, Dragon Wildshape, Wis 40	Gain a dragon companion
40	Dragon Lord	Ex	-	You gain the Half-Dragon template
41	Dream Stealer	Su	Sleight of Hand 40 Ranks	Apprehend someone's thoughts and dreams
42	Echo Song	Su	Bardic Music, Perform 40 Ranks	Your music forces two saves to be made instead of one
43	Elemental Ancestry	Ex	-	Gain the elemental traits
44	[Energy] Absorption	Ex	[Energy] Immunity	One type of energy heals you
45	[Energy] [Effect]	Su	-	The effect causes energy based damage
46	[Energy] Immunity	Ex	-	You are immune to one type of energy
47	Enlarge Aura (S)	Ex	Divine Aura	The range of your aura increases
48	Epic Presence (S)	Su	Cha 40	Your very presence bestows a feat to allies
49	Ersatz	Ex	-	Gain construct traits
50	Eternal Freedom	Ex	Escape Artist 40 Ranks	You are immune to spells and effects which impede movement
51	Evenhanded	Ex	Improved Unarmed Strike, Wis 40	Your unarmed attacks deal maximum damage
52	Exoskeleton	Ex	Natural Armor	Natural armor bonus equal to 1/2 your HD/Levels
53	Extra Level (S)	Ex	-	You gain an extra class level
54	Force [Effect]	Su	-	The effect causes force based damage
55	Force Field (S)	Su	-	You are protected by 50 hit point force field

CHAPTER FOUR: POWERS DIVINE ABILITIES

#	Divine Ability Name	Ex/Su	Prerequisites	Benefit
56	Forked Tongue	Su	Bardic Music, Cha 40, Perform 40 Ranks	Your voice causes <i>confusion</i> to all who hear it
57	Fortuity (S)	Ex	Cha 40	You gain a +1 Luck Bonus on all rolls
58	Goetic Blood	Su	Con 40	Summoned monsters spring from your wounds
59	Gravitas	Su	Cha 40	Saving throws for abilities or spells increases each round
60	Greater Aura	Su	Divine Aura	Increase the power of your aura
61	Hail of Arrows	Ex	Dex 40, Swarm of Arrows	Fire one arrow at every opponent within 120 ft.
62	Heavenly Body	Ex	Cha 40	Luck bonus to armor class equal to your Divine Rank
63	Heavenly Mind	Ex	Cha 40	Luck bonus to attack rolls equal to your Cha modifier
64	Heavenly Soul	Ex	Cha 40	Luck bonus to saving throws equal to your Cha modifier
65	Heavenly Spirit	Ex	Cha 40	Luck bonus to all DCs equal to your Divine Rank
66	Heavy-handed	Ex	Quivering Palm, Str 40	You gain double your strength bonus to damage
67	High-handed	Ex	Dex 40, Quivering Palm	Always use your highest BAB
68	House of Death	Su	-	Petitioners in your Realm automatically become Undead
69	House of Insanity	Su	-	Petitioners in your Realm automatically become Aberrations
70	House of Pain	Su	-	Petitioners in your Realm automatically become Elementals
71	Iatric [Effect]	Su	Any non-evil alignment, Lay on Hands	The effect heals rather than injures
72	Improved Damage Reduction	Su	Damage Reduction	Add an aligned element to your damage reduction
73	Inspire Wildshape	Su	Cha 40, Wildshape 10/day	Cause others to shapeshift
74	Intellectual Body	Ex	Int 40	Competence bonus to armor class equal to your Divine Rank
75	Intellectual Mind	Ex	Int 40	Competence bonus to attack rolls equal to your Int modifier
76	Intellectual Soul	Ex	Int 40	Competence bonus to saving throws equal to your Int modifier
77	Intellectual Spirit	Ex	Int 40	Competence bonus to all DCs equal to your Divine Rank
78	Iron Body	Ex	Ersatz, Wis 40	Your manifestation turns to iron
79	Learned Spell Immunity	Su	Int 40	Adapt to an opponents spells
80	Legendary Companion	Su	Animal Companion	Animal Companion gains Legendary Animal template
81	Legendary Familiar	Su	Familiar	Familiar gains Legendary Animal template
82	Legendary Steed	Su	Special Mount	Steed gains Legendary Animal template
83	Lord of Blood	Ex	Undead Traits	You gain the Vampire template
84	Lord of Bone	Ex	Undead Traits	You gain the Lich template
85	Lord of Maggots	Ex	Ooze Traits	You gain the Worm That Walks template
86	Lord of Spirit	Ex	Undead Traits	You gain the Ghost template
87	Malaclypse	Su	Cha 40	Cursed magic affects your opponents rather than you
88	Master Rod	Su	Master Staff, Master Wand	You can expend spell slots instead of Rod charges
89	Maven	Ex	Int 40	All known class skills are maximised
90	Mercurial	Ex	Dex 40, Quickness	You cumulatively gain one extra attack per round
91	Mime Ability	Su	Bardic Music, Cha 40 Perform 40 Ranks	You can copy any ability used against you
92	Mime Ability Score	Su	Bardic Music, Cha 40 Perform 40 Ranks	You can copy any single ability score of an opponent
93	Mime Spell	Su	Bardic Music, Cha 40 Perform 40 Ranks	You can copy any spell used against you
94	Moderate Eradication	Ex	Light Eradication, Str 40	50% chance of overcoming critical hit immunity
95	Moonstruck	Ex	Wildshape 10/day	You gain a Lycanthrope Template
96	Multifaceted (S)	Var.	-	You gain six Feats
97	Mutability	Ex	-	Gain Ooze traits
98	Negative Energy [Effect]	Su	Any Evil alignment	The effect energy drains victims
99	Nescient	Ex	-	You can ignore any feat prerequisites
100	Obscure Damage Reduction	Su	-	You can add any natural element to your damage reduction
101	Obviate	Su	Divine Aura, True Seeing	Your very presence reveals illusions for what they are
102	Omnicompetent	Ex	Int 40	You know all skills
103	Perfect Aura	Su	Superior Aura	The power of your aura increases
104	Perfect Body	Ex	-	Physical ability scores increased to inherent maximums
105	Perfect Damage Reduction	Su	Superior Damage Reduction	All elements removed from your damage reduction
106	Perfect Disarm	Ex	Dex 40, Improved Disarm	Successful attacks deal damage and a disarm attempt
107	Perfect Initiative	Su	Dex 40, Superior Initiative	You always acts first
108	Perfect Mind	Ex	-	Mental ability scores increased to inherent maximums
109	Perfect Quivering Palm	Ex	Superior Quivering Palm	You can use the quivering palm technique at will
110	Perfect Sneak Attack	Su	Sneak Attack 10d12	Your sneak attacks deal maximum damage
111	Perfect Sunder	Ex	Str 40, Superior Sunder	Successful attacks deal damage to the target and to items
112	Perfect Trip	Ex	Dex 40, Improved Trip	Successful attacks deal damage and a trip attempt
113	Perfect Weapon Focus	Ex	BAB +30*, Epic Weapon Focus	BAB continues at non-epic rate with selected weapon
114	Perfect Weapon Specialization	Ex	BAB +30*, Epic Weapon Specialization	Always deal maximum damage with selected weapon

IMMORTALS HANDBOOK
ASCENSION

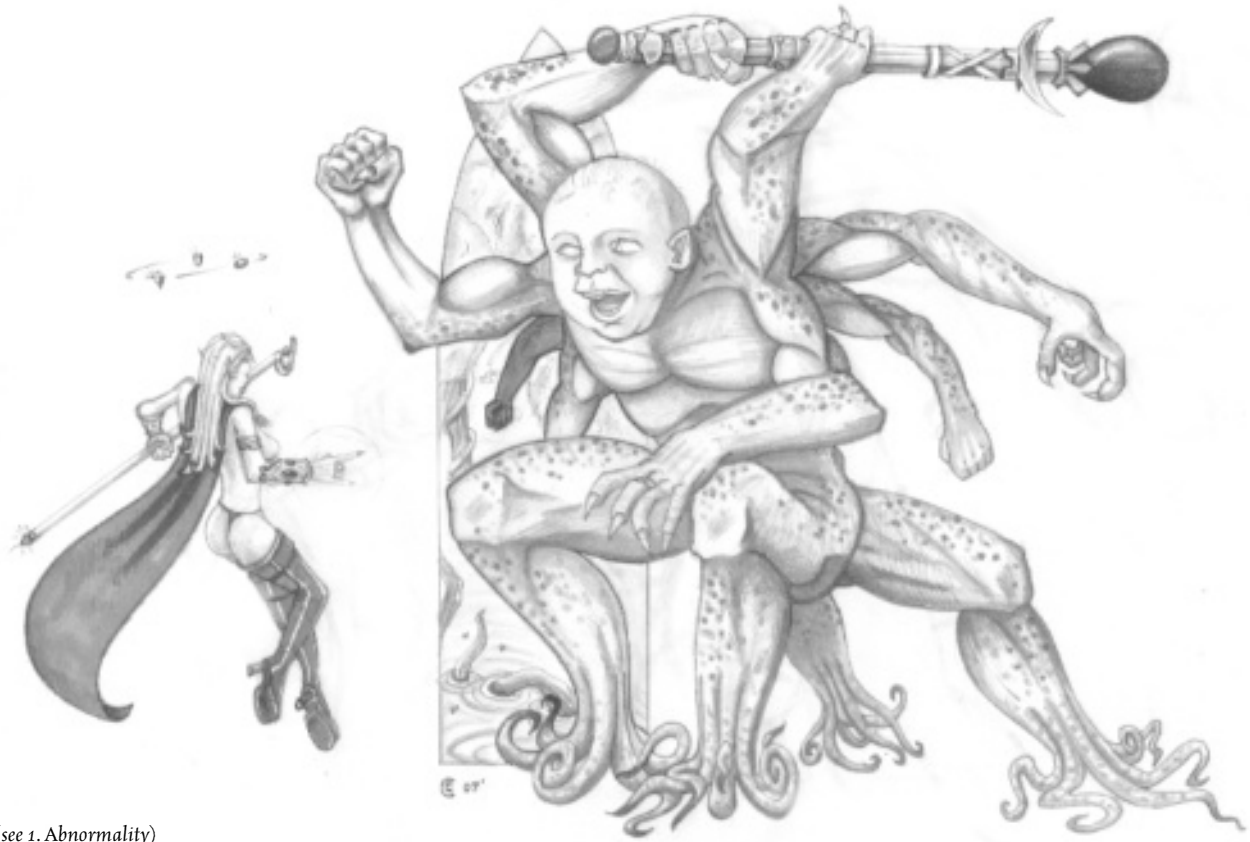
#	Divine Ability Name	Ex/Su	Prerequisites	Benefit
115	Poisonous [Effect]	Su	Con 40, Shapechange or Wildshape 10/day	The effect is poison based
116	Polymorph	Su	-	You can <i>polymorph</i> at will
117	Positive Energy [Effect]	Su	Turn Undead, Wis 40	The effect deals d4 damage per die or more to undead
118	Postcognition	Su	Int 40, Wis 40	See into a characters past
119	Precognition	Su	Int 40, Wis 40	See into a characters future
120	Profane Body	Ex	Any Evil alignment, Wis 40	Profane bonus to armor class equal to your Divine Rank
121	Profane Lord	Ex	Any Evil alignment	You gain the Half-Fiend template
122	Profane Mind	Ex	Any Evil alignment, Wis 40	Profane bonus to attack rolls equal to your Wis modifier
123	Profane Soul	Ex	Any Evil alignment, Wis 40	Profane bonus to saving throws equal to your Wis modifier
124	Profane Spirit	Ex	Any Evil alignment, Wis 40	Profane bonus to all DCs equal to your Divine Rank
125	Quantum Effect	Su	-	The effect damage is random
126	Quickness	Su	Dex 40	You are always <i>hasted</i>
127	Rapid Rejuvenation	Su	Con 40	You rejuvenate at the speed of the next highest divine status
128	Razor Tongue	Ex	Bardic Music, Perform 40 Ranks	Your vitriolic outbursts can physically wound an opponent
129	Regeneration	Su	Con 40	You gain regeneration equal to half your HD/Level
130	Rusting [Effect]	Su	-	The effect destroys magical and non-magical items
131	Sacred Body	Ex	Any Good alignment, Wis 40	Sacred bonus to armor class equal to your Divine Rank
132	Sacred Lord	Ex	Any Good alignment	You gain the Half-Celestial template
133	Sacred Mind	Ex	Any Good alignment, Wis 40	Sacred bonus to attack rolls equal to your Wis modifier
134	Sacred Soul	Ex	Any Good alignment, Wis 40	Sacred bonus to saving throws equal to your Wis modifier
135	Sacred Spirit	Ex	Any Good alignment, Wis 40	Sacred bonus to all DCs equal to your Divine Rank
136	Saviour	Su	Any Good alignment	You can take damage for any or all allies in your presence
137	Seeking Shot	Su	Dex 40, Sure Shot	You can make one shot per round that is guaranteed to hit
138	Self-hypnosis	Ex	-	You gain the effects of being <i>Mind Blanked</i>
139	Self Mastery	Su	Prehensile Hair	Your body parts can operate independently
140	Seventh Sense	Su	Dex 40, Sixth Sense, Wis 40	You can see one round into the future
141	Shadow Self	Su	Hide 40 Ranks	Gain a permanent shadow duplicate
142	Shapechange	Su	Polymorph, or Wildshape 5/day	You can <i>shapechange</i> at will
143	Silver Tongue	Su	Cha 40, Diplomacy 40 Ranks	Your voice <i>charms</i> to all who hear it
144	Soldier of Fortune	Su	Epic Weapon Specialisation	Expend wealth to increase the amount of damage you deal
145	Soul Stealer	Su	Sleight of Hand 40 Ranks	Those you slay are automatically <i>soul bound</i>
146	Spell Abatement	Su	-	You ignore the effects of a spell the first time it is used upon you
147	Spell Absorption	Su	-	You can absorb one spell per round
148	Spell Block	Su	-	You can block one spell per round
149	Spell Immunity (S)	Su	-	You are immune to spells of a certain level
150	Spell Reflection	Su	Spell Resistance 40	Spells that do not penetrate your spell resistance are reflected
151	Spell Shot	Su	Spellcraft 40 Ranks	You can add spell effects to each missile you shoot
152	Spiritual Ancestry	Su	Variable	Gain the traits of any Outsider sub-type
153	Squamous	Ex	Exoskeleton	Your divine natural armor bonus is tripled
154	Super Charge	Ex	BAB +30*, Ride 40 Ranks, Uncanny Charge	Deal x6 damage on a charge, or x8 with a lance
155	Superior Aura	Su	Greater Aura	Further increase the power of your aura
156	Superior Combat Casting	Ex	-	You cast all spells as spell-like abilities
157	Superior Combat Expertise	Ex	Dex 40, Improved Combat Expertise	Trade one point of BAB for two points of AC
158	Superior Critical	Ex	BAB +30*, Greater Critical	Your critical threat range is quadrupled
159	Superior Critical Multiplier	Ex	BAB +30*, Greater Critical Multiplier, Str 40	Your critical multiplier is quadrupled
160	Superior Damage Reduction	Su	Damage Reduction	You can add any standard material element to Damage Reduction
161	Superior Manyshot	Ex	Dex 40, Improved Manyshot	Critical hit with all arrows when using Manyshot
162	Superior Power Attack	Ex	Improved Power Attack, Str 40	Trade one point of BAB for 2 points of damage
163	Superior Smiting	Su	Great Smiting	Smiting deals a bonus equal to four times your level
164	Superior Sneak Attack	Su	Improved Sneak Attack, Sneak Attack 10d6	Increase the die used for sneak attack damage
165	Superior Summoning	Su	Improved Summoning	Hit Dice of summoned creatures increases by 50%
166	Sure-footed	Ex	Dex 40	You cannot be tripped
167	Sure-handed	Ex	Str 40	You cannot be disarmed
168	Sure-minded	Ex	Int 40	You cannot be feinted
169	Sweat-born	Su	Egg-born	Your children are born almost instantaneously
170	Telelocation	Su	Legendary Tracker, Spot 40 Rank, Wis 40	You automatically know the location of any unshielded thing
171	Telluric Effect	Su	-	The effect damage is multiplied each time same target is struck

CHAPTER FOUR: POWERS
DIVINE ABILITIES

#	Divine Ability Name	Ex/Su	Prerequisites	Benefit
172	Theopoea	Su	Cha 40, Craft 40 Ranks	You automatically animate any statues of yourself as golems
173	Thieving [Effect]	Su	Sleight of Hand 40 Ranks	The effect steals wealth from your opponents
174	Third Eye	Su	Wis 40	You can project a ray attack from a third eye as a free action
175	Threatening Critical	Su	BAB +30*, Superior Critical	Critical threats are automatically critical hits
176	Time Stealer	Su	Dex 40, Sleight of Hand 40 Ranks	You can steal another's actions
177	True Seeing	Su	Spot 40 Ranks, Wis 40	You have <i>True Seeing</i>
178	True Strike	Ex	Epic Weapon Focus	You gain a +20 attack bonus with one weapon
179	Two-dimensional	Ex	Escape Artist 40 Ranks	You are difficult to hit, but take more damage when struck
180	Unbridled Rage	Ex	Rage 10/day	Your rage increases each round
181	Uncanny Cleave	Ex	Str 40, Supreme Cleave	Move while cleaving
182	Uncanny Dodge	Su	Dex 40, Improved Dodge	Gain your Dex bonus as a Dodge Bonus
183	Uncanny Weapon Focus	Ex	BAB +30*, Perfect Weapon Focus	Always use your highest BAB for iterative attacks
184	Uncanny Weapon Specialization	Ex	BAB +30*, Perfect Weapon Specialization	Gain virtual size categories with manufactured weapons
185	Uncanny Whirlwind Attack	Su	Dex 40, Superior Whirlwind Attack	Make a full attack against each opponent within reach
186	Undeath	Ex	-	You gain Undead Traits
187	Unknowing Body	Ex	Wis 40	Insight bonus to armor class equal to your Divine Rank
188	Unknowing Mind	Ex	Wis 40	Insight bonus to attack rolls equal to your Wis modifier
189	Unknowing Soul	Ex	Wis 40	Insight bonus to saving throws equal to your Wis modifier
190	Unknowing Spirit	Ex	Wis 40	Insight bonus to all DCs equal to your Divine Rank
191	Unyielding Damage Reduction	Su	Weaponbreaking	Opponents take damage if they fail to injure you
192	Vampiric Effect	Su	-	The effect draws life from the target into the deity
193	Vanguard Fortitude	Su	Cha 40, Divine Aura, Fortitude save +30	Allies within in your aura can use your fortitude saving throw
194	Vanguard Reflexes	Su	Cha 40, Divine Aura Reflex save +30	Allies within in your aura can use your reflex saving throw
195	Vanguard Will	Su	Cha 40, Divine Aura Will save +30	Allies within in your aura can use your will saving throw
196	Vengeful Effect	Su	-	Expend your own energy to increase the suffering of others
197	Vicissitude	Su	Cha 40	You can foster a second, separate existence
198	Weapon Breaking	Su	Perfect Damage Reduction	Weapons that strike you, but do not injure you, shatter
199	[Weapon Type] Debasement	Su	Weapon Specialization	You take minimum damage from that type of weapon
200	[Weapon Type] Deficiency	Su	Weapon Specialization	You are immune to the special abilities of that type of weapon
201	[Weapon Type] Depreciation	Su	Weapon Specialization	You can ignore enhancement bonuses from that type of weapon
202	Wind [Effect]	Su	-	The effect is wind based
203	Withering [Effect]	Su	-	The effect is ability drain based
204	X-Ray Vision	Su	Spot 40 Ranks	See through solid objects

*BAB scores above 20 mean Base Attack Bonus (BAB) + Epic Attack Bonus (EAB)

(S) This feat stacks with itself and can be taken an unlimited number of times



(see 1. Abnormality)

DIVINE ABILITIES

1. ABNORMALITY (EX)

You gain extra appendages or limbs.

Prerequisites: Extra pair of arms (Dex 40), extra face/head (Wis 40), Extra pair of legs (Dex 40), Extra two tails (Dex 40), extra pair of wings.

Benefit: You either grow two arms, two legs, two wings or one extra face or head.

- **Extra Arms:** You gain two additional attacks at your highest BAB. However, while your combined strength is unchanged your single arm strength, for all arms, is reduced by 5 points.

e.g. Druaga, a Lesser Deity, has taken this ability three times gaining an extra six arms. His strength score is 50. But each individual arm only has strength 35.

Inherent strength for individual arms cannot be reduced below 10 no matter how many arms you grow. The strength penalty also has no effect upon strength gained from magic items or spells.

- **Extra Face/Head:** You can cast an additional spell (provided it has no somatic component) or spell-like ability per round.
- **Extra Legs:** Movement speed increased by 50% and you gain two extra kick attacks at your highest BAB. The base damage for these slams is 1d4 for medium sized creatures.
- **Extra Wings:** Flight speed is doubled. You gain two additional wing slaps at your highest BAB. The base damage for these wing slaps is 1d3 for medium creatures.

If the creature has no wings to begin with then they gain flight speed equal to triple their land speed.

Special: If your pantheon does not permit multiple limbs, heads and so forth, then only evil deities can choose this ability.

2. ACHILLES HEEL (EX)

You become all but invulnerable except for one vital area.

Prerequisites: Must already have some form of Damage Reduction.

Benefit: Your damage reduction is tripled. However, one part of your body is especially weak and if struck (natural 20 for a random blow) is an automatic critical hit dealing maximum damage.

If opponents know your weakness, they may attack this spot at -20 circumstance penalty to hit.

Any area of the body can be chosen as the vital area (not just the heel).

Special: Even beings immune to critical hits are vulnerable to them if they take this ability and are struck in this vital area.

3. ADAMANTINE BODY (EX)

Your body turns to adamantine.

Prerequisites: Construct Traits, Iron Body.

Benefit: Your body becomes adamantine. Your weight increases sixteen-fold. Your strength increases by +40 (Which will gain you at least two virtual size categories; meaning your natural attacks deal base damage as if two size categories larger). You can add 20/- to your damage reduction. You also add +20 to your natural armor bonus. Your unarmed attacks automatically treat an opponents damage reduction as if it was 20 points less. Your dexterity is reduced by 8 (although this penalty cannot reduce your dexterity score below 10).

Special: Both the damage reduction and the natural armor bonus stack with existing damage reduction and natural armor.

This ability overlaps with Iron Body, it does not stack with it.

Appearance: Your manifestation seems cast from a blue-black metal.

4. ADJURATION (SU)

You can summon allies to your side.

Benefit: Each day you can summon creatures whose total Hit Dice is no greater than twice your total hit die. No creature may have a Challenge Rating greater than 1/2 your hit die plus your Divine Rank.

e.g. Demogorgon (50 hit die, lesser deity) could summon up to 100 Hit Dice worth or monsters per day, but no individual creature could have a Challenge Rating of more than 33.

5. [ALIGNED] [EFFECT] (EX)

Destroy your foes with ethical based attacks.

Prerequisites: Required Alignment.

Benefit: The effect deals d8 alignment based damage per hit die of the deity.

e.g. A good-aligned demi-deity (36 hit die) taking Holy Beam would gain a ray attack dealing 9d8 holy damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater [Aligned] [Effect]**, original effect doubled.

Taken three times = **Superior [Aligned] [Effect]**, original effect tripled.

Taken four times = **Perfect [Aligned] [Effect]**, original effect quadrupled.

Taken five times = **[Aligned] Mastery**, use any type of [aligned] effect.

Taken six times = **Uncanny [Aligned] Mastery**, shape area effects to only target enemies.

6. ANIMUS (EX)

All who oppose you are treated as your enemy.

Prerequisites: 10 Favored Enemies, Wis 40.

Benefit: You gain a +6 favored enemy bonus (applying to Bluff, Listen, Sense Motive, Spot and Survival checks, as well as damage) on all opponents. This bonus stacks with any existing favored enemy bonuses.

7. ANYFEAT (EX)

You gain one feat which you can change at will.

Prerequisites: Variable

Benefit: You gain a single feat, however, once per round as a free action you can change this feat to any other. You cannot change the anyfeat while you have a previous use of the anyfeat in effect.

You must still meet the feat prerequisites of any feat you chose to benefit from it.

Special: You can gain this feat multiple times and its effects stack. Each time it is taken you gain a new feat which can be changed at will.

8. APOCRYPHA (EX)

You are difficult to detect or scry.

Prerequisites: Int 40.

Benefit: You gain a +50 bonus to any save against being detected or scryed or against any type of divination effect.

9. APPORT (SU)

Your equipment always teleports back to you.

Benefit: You can automatically summon your equipment to your side from any distance.

Special: Anti-magic (if you are mortal) or dead magic (if you are immortal) can still impede this summons.

10. ASOMATOUS (EX)

You are intangible.

Benefit: You gain the Incorporeal Traits.

11. ASPORT (SU)

You can summon items from an opponents grasp.

Prerequisites: You cannot summon an item you could not lift.

Benefit: You can attempt to summon items within range of your divine aura to your side, even stealing them from an opponents grasp. For items held or worn by an opponent they must make a Reflex save (DC 20 + deity's Charisma modifier + deity's divine rank) or have the item taken from them.

12. BANE [EFFECT] (EX)

Create effects which are an extension of your hate.

Prerequisites: 10 Favored Enemies.

Benefit: The effect deals d12 bane damage per hit die of the deity to any favored enemies.

e.g. A lesser deity (45 hit die) taking Bane Beam would gain a ray attack dealing 11d12 bane damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Bane [Effect]**, original effect doubled.

Taken three times = **Superior Bane [Effect]**, original effect tripled.

Taken four times = **Perfect Bane [Effect]**, original effect quadrupled.

Taken five times = **Bane Mastery**, use any type of bane effect.

Taken six times = **Uncanny Bane Mastery**, shape area effects to only target enemies.

13. BANE GUARD (SU)

You are well protected against favored enemies.

Prerequisites: Damage Reduction from the divinity template, 10 Favored Enemies.

Benefit: You gain double your Damage Reduction against any of your Favored Enemies.

14. BLOOD BOIL (SU)

Cause opponents to become frenzied and fight amongst themselves.

Prerequisites: Cha 40, Divine Aura, Rage 10/day.

Benefit: You can cause your opponents to become enraged and possibly attack their allies. Anyone within the area encompassed by your divine aura must make a Will save (DC 10 + 1/2 deity's hit die + deity's Charisma modifier + deity's divine rank) or become enraged (as per the Barbarian Rage class feature) and *confused* (as per the spell).

15. BLOOD BROTHERS (EX)

You can feed off the rage of another.

Prerequisites: Cha 40, Rage 10/day.

Benefit: Two characters with the Rage class feature can stack their raging bonuses. Only one character needs the ability for it to function. The two characters must be within the area affected by the immortal's divine aura. If both characters are immortals then only their divine auras need to be touching.

Special: If a mortal chooses this ability (as an esoteric power), then the two characters must remain within 30 feet to retain the benefit of this ability.

16. BLOOD STRIKE (EX)

Your blows are so powerful they take a lot out of you.

Prerequisites: Con 40, Rage 10/day.

Benefit: While raging, you can expend your own hit points to increase the amount of damage you deal. For each hit point expended in this manner you can increase the damage of your blows by one point. You must declare whether or not you are using this ability before each attack. If you miss you still lose the hit points. For a single blow you can expend a maximum of one hit point per point of base attack bonus.

17. CARAPACE (EX)

You develop thick chitinous armor plating.

Prerequisites: Exoskeleton, Squamous.

Benefit: Your natural armor bonus equals your hit die.

Normal: Typically, an immortal's natural armor bonus is equal to 1/4 its hit die.

Special: This natural armor bonus stacks with other natural armor bonuses derived from size or material hardness. But not from any other source.

18. CELERITY (EX)

You move with unearthly speed.

Prerequisites: Dex 40.

Benefit: Your speed is tripled for all movement types.

19. CONVERGENT EFFECT (EX)

You can combine your effects for spectacular results.

Prerequisites: Any [Effect] ability.

Benefit: You can combine your effect with that of another immortal (with the same effect ability) for double the combined effect.

20. COZEN (SU)

You can steal the abilities of other immortals.

Prerequisites: Dex 40, Pick Pockets 40 Ranks.

Benefit: Each time you make a successful sneak attack against an opponent, you can steal one of their divine abilities.

You can steal a number of divine abilities equal to your divine rank. If you do not possess any divine abilities to begin with then you can only steal one divine ability.

Stolen divine abilities are returned either voluntarily or upon the death of the thief. More enterprising rogues may even attempt to hold the divine abilities for ransom.

21. CREATE GREATER SPAWN (SU)

Spawn yet more powerful undead.

Prerequisites: Any Evil alignment, Create Spawn, Rebuke/Command Undead class feature, Wis 40, Zone of Animation.

Benefit: Any mortals you kill automatically become one of the undead. You can choose the type of undead, however, the undead you create cannot have more than double the hit die of the creature killed. Additionally it's Challenge Rating cannot be greater than 1/3rd your hit die.

22. CREATE SPAWN (SU)

Mortals who die by your hand are reborn as undead.

Prerequisites: Any Evil alignment, Rebuke/Command Undead class feature, Wis 40, Zone of Animation.

Benefit: Any mortals you kill automatically become one of the undead. You can choose the type of undead, however, the undead you create cannot have more than double the hit die of the creature killed. Additionally it's Challenge Rating cannot be greater than 1/6th your hit die.

23. CUNNING BODY (EX)

You can logically deduce how best to avoid an opponents attacks.

Prerequisites: Int 40.

Benefit: You can add your Divine Rank as a circumstance bonus to your Armor Class.

24. CUNNING MIND (EX)

You can logically deduce how best to attack opponents and exploit their weaknesses.

Prerequisites: Int 40.

Benefit: You can add your Intelligence modifier as circumstance bonus to attack rolls.

25. CUNNING SOUL (EX)

You can logically deduce how best to resist effects.

Prerequisites: Int 40.

Benefit: You can add your Intelligence modifier as a circumstance bonus to your saving throws.

26. CUNNING SPIRIT (EX)

You can logically deduce how best to use your abilities.

Prerequisites: Int 40.

Benefit: You can add your divine rank as a circumstance bonus to the save DCs of any saving throws you force others to make. This could be from abilities, spells, spell-like abilities, etc.

27. DIMENSIONAL ANCESTRY (EX)

You descend from a lineage of outsiders.

Prerequisites: Elemental Ancestry (for matter traits), Ersatz (for Time Traits), Spiritual Ancestry (for spirit traits), Undeath (for entropy traits).

Benefit: You can choose one dimension

- *Entropy:* Nightshade traits
- *Fate:* Intelligible Traits
- *Matter:* Elementar Traits
- *Spirit:* Angel Traits (Third Choir)
- *Thought:* Zoas Traits
- *Time:* Inevitable Traits (Construct Traits) (Fast Healing = 1/2 HD)

Special: The Angel, Inevitable and Nightshade traits can be found in the Monster Manual. Elementar, Intelligible and Zoas are to be detailed within future Immortals Handbook products.

28. DISEASED [EFFECT] (SU)

You can create effects which deliver disease based damage.

Benefit: The effect deals 1 points of ability damage per 3 hit die of the immortal. The damage repeats itself upon the opponent once every day until a *remove disease* spell (or similar magic) is cast upon them. The immortal can choose to affect any single ability score. Or even multiple ability scores, by dividing the total amount between them.

e.g. A demi-deity (36 hit die) taking Diseased Breath would gain a breath weapon dealing 3 points of ability damage to any single ability score. Or it could instead deal 1 point of ability damage to Constitution, Dexterity and Strength.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Diseased [Effect]**, original effect doubled.

Taken three times = **Superior Diseased [Effect]**, original effect tripled.

Taken four times = **Perfect Diseased [Effect]**, original effect quadrupled.

Taken five times = **Diseased Mastery**, use any type of diseased effect.

Taken six times = **Uncanny Diseased Mastery**, shape area effects to only target enemies.

29. DISHEARTENING DODGE (EX)

Opponents are disheartened by your ability to dodge their attacks.

Prerequisites: Cha 40, Dex 40, Dodge, Fire Baptism, Improved Dodge.

Benefit: Opponents gain a cumulative -1 morale penalty each time they attack and miss. This morale penalty lasts for the duration of the encounter.

30. DISTANT GAZE (SU)

Your gaze can push enemies out of the plane you currently occupy.

Prerequisites: Cha 40.

Benefit: You gain a gaze attack that will automatically *plane shift/teleport* any being to a location of your choice, should they fail a Will save (DC 10 + 1/2 deity's hit die + deity's Charisma modifier + deity's divine rank).

31. DIVINE ARCHITECT (EX)

You can create faster than others.

Prerequisites: Efficient Item Creation, Int 40, Spellcraft 40 Ranks.

Benefit: Your creation times are measured in hours rather than days.

Normal: The time taken to create magic items is equal to one day per 1000 EXP required in the items creation.

32. DIVINE CHAMPION (SU)

You can borrow the abilities of other immortals.

Prerequisites: Cha 40.

Benefit: You can borrow an amount of abilities (divine, cosmic etc.) from other immortals. The total amount of abilities you borrow cannot exceed the number of divine ability slots you already possess.



(see 28. Diseased Breath)

e.g. A Lesser deity with this ability could borrow up to 8 divine abilities from allies. This could be one cosmic ability, two divine ability, or any combination of abilities that does not exceed 8 divine ability slots.

Special: In times of crisis, immortals sometimes choose a champion to represent them in some contest.

33. DIVINE [EFFECT] (SU)

You can create quintessence based effects.

Benefit: The effect causes d3 divine damage per hit die of the immortal. Divine damage penetrates any type of magical defence (including a *force field*, *prismatic sphere*, *wall of force* etc.), destroying the barrier in the process.

e.g. A lesser deity (45hit die) taking Divine Beam would gain a ray attack dealing 11d3 bane damage.

Instead of using d3 dice, you can use one d6 dice for every two previous d3 (round fractions down).

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Divine [Effect]**, original effect doubled.

Taken three times = **Superior Divine [Effect]**, original effect tripled.

Taken four times = **Perfect Divine [Effect]**, original effect quadrupled.

Taken five times = **Divine Mastery**, use any type of divine effect.

Taken six times = **Uncanny Divine Mastery**, shape area effects to only target enemies. You can swap the Uncanny Divine Mastery ability for Cosmic [Effect].

34. DIVINE IMMENSITY (SU)

You can increase or decrease your manifestation at will.

Benefit: You can increase or decrease the size of your manifestation by one size category. You take on all the characteristics of the new size.

Special: This ability can be taken multiple times and its effects stack. Each time it is taken you gain the ability to increase/decrease by an additional size category.

35. DIVINE SNEAK ATTACK (EX)

Your sneak attacks are partially divine.

Prerequisites: Sneak Attack 10d6.

Benefit: Half your sneak attack damage is treated as divine damage and therefore not inhibited by beings with immunity to critical hits.

36. DIVINE SORCERY (SU)

You are a great sorcerer.

Prerequisites: Spellcraft 40 Ranks.

Benefit: You know double the number of spells known for each level.

37. DIVINE TOUGHNESS (EX)

You have incredible durability.

Prerequisites: Con 40, Supreme Toughness.

Benefit: You use d20's for all your hit die.

Special: Immortals (of demi-deity status or above) automatically gain this ability, so it is really only useful to mortals taken as an esoteric power. If a mortal with this ability later becomes an immortal, allow them to take another divine ability.

38. DIVINE WIZARDRY (SU)

You are a great wizard.

Prerequisites: Spellcraft 40 Ranks.

Benefit: You have double the number of spell slots available per day.

39. DRAGON COMPANION (EX)

You can have a dragon companion.

Prerequisites: Dragon Wildshape, Knowledge (Nature) 40 Ranks, Magical Beast Companion, Wildshape 10/day.

Benefit: The dragon companion can have hit dice no higher than 2/3rds of the immortal.

40. DRAGON LORD (EX)

You have draconic ancestry.

Benefit: You gain the half-dragon template.

Special: The Half-Dragon Template can be found with the Monster Manual.

41. DREAM STEALER (SU)

You can steal the thoughts and dreams of others.

Prerequisites: Sleight of Hand 40 Ranks, Sneak Attack 10d6.

Benefit: Whenever you make a successful sneak attack against an opponent, they must make a Will save (DC 10 + 1/2 deity's hit die + deity's Charisma modifier + deity's divine rank) or else they have their dreams stolen. From then on, whenever the target gains any experience points (or quintessence) they automatically pass on to the immortal. A *wish* or *miracle* spell can allow the victim another save attempt. If the immortal who stole your dreams is killed, then they revert back to their original owners.

You can only steal the dreams from a number of beings no greater than your divine rank. Those who have lost their dreams suffer one point of wisdom damage per week, as they gradually descend into depression.

Adventure Idea: Two beings who had their dreams stolen find that upon the death of the immortal they gained someone else's hopes and dreams.

42. ECHO SONG (SU)

Your music affects others twice.

Prerequisites: Bardic Music class feature, Concerted Inspiration, Perform 40 Ranks.

Benefit: The effects of your music must be saved against twice.

43. ELEMENTAL ANCESTRY (EX)

You are descended from elemental beings.

Benefit: You gain the elemental traits.

44. [ENERGY] ABSORPTION (SU)

You are healed by one type of energy.

Prerequisites: Immunity to the energy type you wish to absorb.

Benefit: You choose one type of energy (acid, cold, electricity, fire or sonic) to which you are already immune. Whenever you would otherwise be damaged by that type of energy, you are instead healed for that amount.

Special: You can take this ability multiple times. Each time you take this ability it applies to a different energy type.

45. [ENERGY] [EFFECT] (SU)

You can create energy based effects.

Benefit: You can choose one type of energy (acid, cold, electricity, fire or sonic) the effect causes d6 energy damage per hit die of the deity.

e.g. A lesser deity (45 hit die) taking Fiery Immolation deal 22d6 fire damage to all creatures within the area of its divine aura, upon the destruction of its manifestation.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater** [Energy] [Effect], original effect doubled.

Taken three times = **Superior** [Energy] [Effect], original effect tripled.

Taken four times = **Perfect** [Energy] [Effect], original effect quadrupled.

Taken five times = [Energy] **Mastery**, use any type of [energy] effect.

Taken six times = **Uncanny** [Energy] **Mastery**, shape area effects to only target enemies.

46. [ENERGY] IMMUNITY (EX)

You are immune to one type of energy.

Benefit: You can choose one type of energy (acid, cold, electricity, fire or sonic) and you become immune to it.

Special: You can take this ability multiple times. Each time you take this ability it applies to a different energy type.

47. ENLARGE AURA (SU)

You can extend the range of your divine aura.

Prerequisites: Divine Aura.

Benefit: The radius of your aura is doubled. In this case a double-double is a quadruple, not a triple.

Special: You can take this ability multiple times, its effects stack. Each time you take this ability your aura doubles in size, in this instance a double-double is a quadruple **not** a triple.

48. EPIC PRESENCE (SU)

Your aura can empower your allies.

Prerequisites: Cha 40, Divine Aura.

Benefit: All allies within the radius of your divine aura can gain a feat of your choice. The recipients do not need to meet the prerequisites of this feat but you do. It also must be a feat you already possess. The feat can be an epic feat. Allies gain the benefit of this feat for as long as they remain within range of your divine aura.

Special: You can take this ability multiple times, its effects stack. Each time you take this ability you can bestow an additional feat upon all allies within range of your divine aura.

49. ERSATZ (EX)

Your manifestation becomes machine-like.

Benefit: You gain the construct traits.

Special: You lose your Constitution score.

50. ETERNAL FREEDOM (SU)

You are immune to spells and effects which impede your movement.

Prerequisites: Escape Artist 40 Ranks.

Benefit: You are immune to the following effects, spells and spell-like abilities: *entangle*, *hold*, *imprisonment*, *paralysis*, *petrification*, *sleep*, *slow*, *stunning*, *temporal stasis* and *web*. You are also treated as if under the effects of a *freedom of movement* spell.

51. EVEN-HANDED (EX)

Your unarmed attacks are perfectly timed and executed.

Prerequisites: Improved Unarmed Strike, Lawful alignment.

Benefit: Your unarmed attacks cause maximum damage.

52. EXOSKELETON (EX)

You develop an exceptionally thick, bony skin.

Prerequisites: Natural Armor bonus.

Benefit: Your natural armor bonus is equal to 1/2 your hit die (rounded down).

Normal: Typically, an immortal's natural armor bonus is equal to 1/4 its hit die.

53. EXTRA LEVEL (EX)

You gain an extra level.

Benefit: You gain an extra level in any class level or prestige class you meet the prerequisites for. This also increases the power of your artifacts since your effective class level is increased by one.

Special: You can take this ability multiple times, its effects stack. Each time you take this ability you gain an additional level.

54. FORCE [EFFECT] (SU)

You can create magical force effects to assault your foes.

Benefit: The effect deals d4 force damage per hit die.

e.g. An intermediate deity (70 hit die) taking Force Beam would gain a ray attack dealing 17d4 force damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Force [Effect]**, original effect doubled.
Taken three times = **Superior Force [Effect]**, original effect tripled.
Taken four times = **Perfect Force [Effect]**, original effect quadrupled.
Taken five times = **Force Mastery**, use any type of force effect.
Taken six times = **Uncanny Force Mastery**, shape area effects to only target enemies.

55. FORCE FIELD (SU)

You can generate a powerful shield to protect you from harm.

Benefit: You can create a personal force field (similar to a wall of force) that stops 50 hit points of physical damage (whether that damage came from mundane or magical sources does not matter). It should be noted that this ability prevents any special attacks that accompany an attack provided the entire amount of damage of the attack is blocked.

This force field regenerates its protection at a rate of 1 point per round.

e.g. In the first round of battle, Darra's force field sustains 40 points of damage. In the second round it regenerates 1 point back giving Darra 11 points of protection. But Darra is struck for 20 points of damage. The force field stops the first 11 points of damage and Darra takes 9 points of damage. In the third round the force field has regenerated back to 1 point.

Special: You can take this ability multiple times, its effects stack. Each time you take this ability the power of your force field increases by 50 points and it regenerates one point quicker.

e.g. If you were to take this ability three times you would have a 150 point force field that regenerated 3 points per round.

56. FORKED TONGUE (SU)

You can disorient and confuse with your mellifluous dialogue.

Prerequisites: Bardic Music, Cha 40, Diplomacy 40 Ranks.

Benefit: Your voice acts as a *confusion* spell to all who hear it. Once per round as a free action, all those within earshot must make a Will save (DC 20 + deity's Charisma modifier + deity's divine rank) or be confused.

57. FORTUITY (EX)

You are very lucky.

Prerequisites: Cha 40

Benefit: You gain a +1 luck bonus on all dice rolls.

Special: You can take this ability multiple times, its effects stack. Each time you take this ability your luck bonus increases by one point.

58. GOETIC BLOOD (SU)

Summoned monsters spring from your wounds.

Benefit: Each time you are injured summoned monsters grow from your wounds. The severity of the wound determines the power of the monster(s) summoned. Every ten points of damage (rounded down) equates to one spell level of the *summon monster* spell.

e.g. If you suffered 52 points of damage from a single attack you would gain the benefits of a *summon monster V* spell.

Injuries of less than 10 hit points damage do not summon any monsters.

Injuries greater than 100 damage transcend *summon monster IX*. In such cases you can summon a monster with a Challenge Rating equal to the spell level x1.33.

e.g. If the immortal with this ability suffered 152 hit points damage with a single attack, it would gain the benefits of a *summon monster XV* spell, which could summon a creature with a challenge rating of 22.

Regardless of the amount of damage suffered the *summon monster* spell level cannot be greater than 1/2 the immortal's hit die.

Special: Characters with this ability can injure themselves to cause the summoned monsters to appear.

59. GRAVITAS (SU)

You increase the power of your spells each round.

Prerequisites: Cha 40.

Benefit: Each round you assault the same opponent with the same special ability or spell, the DC increases by 2, up to a maximum of your Charisma modifier.

60. GREATER AURA (SU)

Your aura is exceptionally strong.

Prerequisites: Divine Aura.

Benefit: Your aura gains an additional three effects (all save DCs are 20 + Charisma modifier + Divine Rank):

- **Sleep:** Those within the immortal's aura must make a Will save or be unable to act, duration 1d4 rounds. A sleeping character who takes damage gains another saving throw against this effect (maximum one new save per round regardless of how many times they are damaged).

- **Pain:** Those within the immortal's aura must make a Fortitude save or suffer wracking pains that impose a -4 penalty on attack rolls, saves and skill checks. These effects last for 1 hour after the creature leaves the immortal's divine aura.

- **Greater Heroism:** Allies within the immortal's aura gain a +4 morale bonus on attack rolls, saves and skill checks. Are immune to fear and gain 20 temporary hit points.

61. HAIL OF ARROWS (EX)

Bring a hail of arrows down upon your enemies.

Prerequisites: Dex 40, Swarm of Arrows.

Benefit: As a full round action, you can make one attack against each opponent within a 120 ft. radius.

Normal: Swarm of Arrows allows for one attack to be made against every target within 30 ft.

62. HEAVENLY BODY (EX)

You avoid an opponent's blows as much through luck as anything.

Prerequisites: Cha 40.

Benefit: You can add your divine rank as a luck bonus to your Armor Class.

63. HEAVENLY MIND (EX)

You always seem to catch your opponents off guard.

Prerequisites: Cha 40.

Benefit: You can add your Charisma modifier as luck bonus to attack rolls.

64. HEAVENLY SOUL (EX)

Somebody up there likes you.

Prerequisites: Cha 40.

Benefit: You can add your Charisma modifier as a luck bonus to your saving throws.

65. HEAVENLY SPIRIT (EX)

You always seem to catch your opponents at a bad moment.

Prerequisites: Cha 40.

Benefit: You can add your divine rank as a luck bonus to the save DCs of any saving throws you force others to make. This could be from abilities, spells, spell-like abilities, etc.

66. HEAVY HANDED (EX)

You have mastered techniques that allow you to throw all your weight behind your blows.

Prerequisites: Improved Unarmed Strike, Quivering Palm class feature, Str 40.

Benefit: You add double your strength bonus to damage.

67. HIGH HANDED (EX)

Your hand-eye coordination is perfect.

Prerequisites: Improved Unarmed Strike, Quivering Palm class feature, Sticky Strike, Wis 40.

Benefit: You always use your highest Base Attack Bonus even for iterative attacks.

68. HOUSE OF DEATH (EX)

Petitioners manifest as undead.

Benefit: The souls of the dead in your divine realm manifest as any type of undead with a Challenge Rating no greater than to 2/3rds the beings initial Effective Class Level (rounded down).

e.g. The soul of a 5th-level Fighter could manifest as a Wight (CR 3).

69. HOUSE OF INSANITY (EX)

Your petitioners manifest as aberrations.

Benefit: The souls of the dead in your divine realm manifest as any type of aberration with a Challenge Rating no greater than to 2/3rds the beings initial Effective Class Level (rounded down).

70. HOUSE OF PAIN (EX)

Your petitioners manifest as elementals.

Benefit: The souls of the dead in your divine realm manifest as any type of elemental with a Challenge Rating no greater than to 2/3rds the beings initial Effective Class Level (rounded down).

71. IATRIC [EFFECT] (SU)

You can create healing effects.

Prerequisites: Lay on Hands class feature, Wis 40.

Benefit: The effect causes 10 points of damage to be healed per hit die. Undead are not healed but instead take damage from this ability.

e.g. A greater deity (110 hit die) taking Iatric Storm would gain a n aura that healed 130 hit points per round.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Iatric [Effect]**, original effect doubled.

Taken three times = **Superior Iatric [Effect]**, original effect tripled.

Taken four times = **Perfect Iatric [Effect]**, original effect quadrupled.

Taken five times = **Iatric Mastery**, use any type of iatric effect.

Taken six times = **Uncanny Iatric Mastery**, shape area effects to only target allies.

72. IMPROVED DAMAGE REDUCTION (SU)

Add an alignment factor to your damage reduction.

Prerequisites: Alignment must be opposed, Damage Reduction.

Benefit: Your damage reduction gains one alignment trait opposed to your alignment.

e.g. Thrin (Lawful Good) with Damage Reduction 20/epic could take this ability to gain Damage Reduction 20/ chaotic and epic.

Normal: Immortals typically have Damage Reduction x/epic.

73. INSPIRE WILDSHAPE (SU)

You can inspire others to take different forms.

Prerequisites: Cha 40, Divine Aura, Wildshape class feature, Wis 40.

Benefit: Any ally within range of your divine aura can assume any form you yourself could assume.

74. INTELLECTUAL BODY (EX)

You can logically deduce how best to avoid an opponents attacks.

Prerequisites: Int 40.

Benefit: You can add your divine rank as a competence bonus to your Armor Class.

75. INTELLECTUAL MIND (EX)

Logically deduce how best to exploit a foe's weaknesses.

Prerequisites: Int 40.

Benefit: You can add your Intelligence modifier as competence bonus to attack rolls.

76. INTELLECTUAL SOUL (EX)

You can logically deduce how best to resist effects.

Prerequisites: Int 40.

Benefit: You can add your Intelligence modifier as a competence bonus to your saving throws.

77. INTELLECTUAL SPIRIT (EX)

You can logically deduce how best to use your abilities.

Prerequisites: Int 40.

Benefit: You can add your divine rank as a competence bonus to the save DCs of any saving throws you force others to make. This could be from abilities, spells, spell-like abilities, etc.

78. IRON BODY (EX)

Your body turns to iron.

Prerequisites: Construct Traits (see the Ersatz divine ability).

Benefit: You can turn your body to iron. Your weight increases by 6.4. Your strength increases by +26 (Which will gain you at least one virtual size category). You can add 10/- to your damage reduction. You also add +10 to your natural armor bonus. Your dexterity is reduced by 5 (although this penalty cannot reduce your dexterity score below 10).

79. LEARNED SPELL IMMUNITY (SU)

You can adapt to a spellcasters spells.

Prerequisites: Int 40.

Benefit: You can only be affected once by the same spell cast by the same spellcaster. You can lower this defense if you so choose.

80. LEGENDARY COMPANION (EX)

Your companion is unearthly.

Prerequisites: Animal Companion class feature.

Benefit: Your animal companion gains the Legendary Animal template.

Special: The Legendary Animal Template can be found within the Immortals Handbook - Epic Bestiary: Volume One.

81. LEGENDARY FAMILIAR (EX)

Your familiar is unearthly.

Prerequisites: Familiar class feature.

Benefit: Your familiar gains the Legendary Animal Template. This template can be found within the Immortals Handbook - Epic Bestiary: Volume One (under the Dire Creature entry).

82. LEGENDARY STEED (EX)

Your mount is unearthly.

Prerequisites: Special Mount class feature.

Benefit: Your mount gains the Legendary Animal template. This template can be found within the Immortals Handbook - Epic Bestiary: Volume One (under the Dire Creature entry).

83. LORD OF BLOOD (EX)

Become a vampire.

Prerequisites: Undead Traits.

Benefit: You gain the vampire template.

Special: The Vampire Template can be found within the Monster Manual.

84. LORD OF BONE (SU)

Become a lich.

Prerequisites: Undead Traits.

Benefit: You gain the lich template.

Special: The Lich Template can be found within the Monster Manual.



85. LORD OF MAGGOTS (EX)

Become a worm that walks.

Prerequisites: Ooze Traits.

Benefit: You gain the worm that walks template.

Special: The Worm that Walks Template can be found within the Epic Level Handbook.

86. LORD OF SPIRIT (EX)

Become a ghost.

Prerequisites: Undead Traits.

Benefit: You gain the ghost template.

Special: The Ghost Template can be found within the Monster Manual.

87. MALACLYPSE (SU)

Curses do not work on you.

Prerequisites: Cha 40, Divine Aura.

Benefit: When using a cursed magic item, one enemy per divine rank within your divine aura suffers the effects of the curse instead of you.

88. MASTER ROD (SU)

You can activate a rod without using a charge.

Prerequisites: Master Staff, Master Wand, Int 40.

Benefit: You can expend spells in place of Rod charges to use its effects.

89. MAVEN (EX)

You have mastered many skills.

Prerequisites: Int 40.

Benefit: You gain maximum ranks in all your class skills and half your maximum in all cross class skills.

90. MERCURIAL (EX)

Your assault is relentless.

Prerequisites: Dex 40, Quickness.

Benefit: You gain a cumulative +1 attack per round (beginning after the first) provided you keep attacking the same opponent.

Special: If you fight with two weapons then you gain two cumulative attacks per round, if you use the three-weapon fighting style you would gain three extra weapon attacks each round, one per weapon.

91. MIME ABILITY (SU)

You can mimic the powers of your opponents.

Prerequisites: Bardic Music class feature, Int 40, Perform 40 Ranks.

Benefit: You can duplicate any ability the round after having witnessed it in action.

92. MIME ABILITY SCORE (SU)

You can mimic the attributes of your opponents.

Prerequisites: Bardic Music class feature, Int 40, Perform 40 Ranks.

Benefit: You can duplicate any single ability score the round after having witnessed it in action.

93. MIME SPELL (SU)

You can mimic the spells of your opponents.

Prerequisites: Bardic Music class feature, Int 40, Perform 40 Ranks, Spellcraft 25 Ranks.

Benefit: You can duplicate any spell the round after having witnessed it in action. If the spell has a DC it uses your ability score, instead of that of the original caster.

94. MODERATE ERADICATION (EX)

You can better find weaknesses in opponents who have none.

Prerequisites: Light Eradication, Str 40.

Benefit: You have a 50% chance of scoring critical hits on those typically immune to critical hits.

95. MOONSTRUCK (EX)

You become a lycanthrope.

Prerequisites: Wildshape class feature, Wis 40.

Benefit: You can gain any one lycanthrope template from the following list: Werebear, wereboar, wererat, weretiger and werewolf.

96. MULTIFACETED (EX)

You are a jack of all trades.

Prerequisites: You must meet the prerequisite for each feat.

Benefit: You gain six additional feats. These can be normal or epic feats as long as you meet the prerequisites.

Special: You can gain this ability multiple times and its effects stack. Each time you take this ability you gain an additional six feats.

97. MUTABILITY (EX)

Your manifestation is fluid.

Benefit: You gain the Ooze traits.

98. NEGATIVE ENERGY [EFFECT] (SU)

You can create energy draining effects.

Prerequisites: Any Non-Good alignment.

Benefit: The effect drains 1 energy level per six hit die of the immortal. Undead targeted by this ability gain 5 temporary hit points for every level that would have been drained. A (Fortitude save: DC 20 + Cha Bonus + Divine Rank) save can be made one day after the drain to remove the effect.

e.g. A lesser deity (50 hit die) taking Negative Energy Breath would gain a breath weapon draining 2 energy levels (Reflex save for half effect)..

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Negative Energy [Effect]**, original effect doubled.

Taken three times = **Superior Negative Energy [Effect]**, original effect tripled.

Taken four times = **Perfect Negative Energy [Effect]**, original effect quadrupled.

Taken five times = **Negative Energy Mastery**, use any type of negative energy effect.

Taken six times = **Uncanny Negative Energy Mastery**, shape area effects to only target enemies.

99. NESCIENT (EX)

You can ignore the parameters others must abide by.

Prerequisites: Int 40.

Benefit: You can ignore the prerequisites of any feats.

100. OBSCURE DAMAGE REDUCTION (SU)

Hide behind the aegis of obscurity.

Prerequisites: Damage Reduction, Superior Damage Reduction.

Benefit: You can choose one reasonably uncommon earthly material and apply it to your damage reduction.

Some examples could be mistletoe (as per the god Balder) or gold.

Normal: Typically immortals only have Damage Reduction x/epic.

101. OBVIATE (SU)

Your presence reveals illusions for what they are.

Prerequisites: Divine Aura, True Seeing, Wis 40.

Benefit: All allies within your divine aura gain the ability to see through illusions as if they had true seeing.

102. OMNICOMPETENT (EX)

You know all skills.

Prerequisites: Int 40.

Benefit: All skills become class skills for you.

103. PERFECT AURA (SU)

Your aura is exceptionally strong.

Prerequisites: Divine Aura, Greater Aura, Superior Aura.

Benefit: Your aura gains an additional three effects (all save DCs are 20 + Charisma modifier + Divine Rank):

- **Insanity:** Those within the immortal's aura must make a Will save

or become permanently insane.

- **Death:** Those within the immortal's aura must make a Fortitude save or die. The immortal can only slay up to a total of 10 hit points for each of its own hit die per round (although it can choose which targets suffer first).

- **Perfect Heroism:** Allies within the immortal's aura gain a +8 morale bonus on attack rolls, saves and skill checks. Are immune to fear and gain 60 temporary hit points.

104. PERFECT BODY (EX)

You are the perfect physical specimen.

Benefit: You gain a +5 inherent bonus to your Constitution, Dexterity and Strength, as if you had just been granted five wishes to each of those ability scores.

105. PERFECT DAMAGE REDUCTION (EX)

Your aegis cannot be foiled.

Prerequisites: Damage Reduction, Improved Damage Reduction, Superior Damage Reduction.

Benefit: Your damage reduction cannot be overcome by any trait.

e.g. Your damage reduction might change from 30/adamantine, epic and holy, to 30/-.

Normal: Typically immortals only have Damage Reduction x/epic.

106. PERFECT DISARM (EX)

You can simultaneously wound and disarm an opponent.

Prerequisites: Combat Expertise, Improved Disarm, Int 25.

Benefit: Any attack is automatically considered a disarm attempt in addition to dealing damage.

Normal: You must declare whether you are making a disarm attempt instead of a regular attack.

107. PERFECT INITIATIVE (EX)

You always act first.

Prerequisites: Improved Initiative, Superior Initiative.

Benefit: You always act first. Two beings with this ability would roll for initiative normally against each other.

108. PERFECT MIND (EX)

You are the perfect mental specimen.

Benefit: You gain a +5 inherent bonus to your Charisma, Intelligence and Wisdom, as if you had just been granted five wishes to each of those ability scores.

109. PERFECT QUIVERING PALM (SU)

You have mastered the quivering palm technique.

Prerequisites: Greater Quivering Palm, Improved Quivering Palm, Improved Unarmed Strike, Quivering Palm class feature, Wis 40.

Benefit: Each unarmed strike you land delivers the Quivering Palm technique.

Normal: You can only make one quivering palm attack each week.

110. PERFECT SNEAK ATTACK (EX)

Inflict maximum pain upon unsuspecting victims.

Prerequisites: Sneak Attack 10d12 (see Superior Sneak Attack).

Benefit: Your sneak attacks deal maximum damage.

111. PERFECT SUNDER (EX)

You can simultaneously wound an opponent and sunder their equipment.

Prerequisites: Greater Sunder, Improved Sunder, Str 40, Superior Sunder.

Benefit: Any attack is automatically considered a sunder attempt in addition to dealing damage.

Normal: You must declare whether you are making a sunder attempt instead of a regular attack.

112. PERFECT TRIP (EX)

You can simultaneously wound and trip an opponent.

Prerequisites: Combat Expertise, Improved Trip, Int 25.

Benefit: Any attack is automatically considered a trip attempt in addition to dealing damage.

Normal: You must declare whether you are making a trip attempt instead of a regular attack.

113. PERFECT WEAPON FOCUS (EX)

Your skill is undiminished when you make multiple attacks.

Prerequisites: Base Attack Bonus +30, Epic Weapon Focus, Greater Weapon Focus, Weapon Focus.

Benefit: Always use your highest base attack bonus for iterative attacks.

Normal: Typically iterative attacks use a lower base attack bonus.

114. PERFECT WEAPON SPECIALIZATION (EX)

Inflict maximum carnage.

Prerequisites: Base Attack Bonus +40, Epic Weapon Focus, Epic Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, Weapon Focus, Weapon Specialization.

Benefit: Always deal maximum damage with the selected weapon.

Normal: Typically you roll dice to determine damage.

115. POISONOUS [EFFECT] (SU)

You can create poison based attacks.

Benefit: The effect deals 1 point of primary poison damage and a 1 point of secondary poison damage per **six** hit die of the immortal. The immortal can choose which ability scores the poison affects. Or even choose multiple ability scores by dividing the total effect between them.

e.g. An greater deity (100hit die) taking Poisonous Breath would gain a breath weapon dealing 4 points of primary poison damage and 4 points of secondary poison damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Poison [Effect]**, original effect doubled.

Taken three times = **Superior Poison [Effect]**, original effect tripled.

Taken four times = **Perfect Poison [Effect]**, original effect quadrupled.

Taken five times = **Positive Poison Mastery**, use any type of poison effect.

Taken six times = **Uncanny Poison Mastery**, shape area effects to only target enemies.

116. POLYMORPH (SU)

You can mould your manifestation to your will.

Benefit: You can *polymorph* at will.

117. POSITIVE ENERGY [EFFECT] (SU)

You can create energy draining effects.

Prerequisites: Any Good alignment.

Benefit: The effect deals 1d4 points of positive energy damage to all creatures per hit die of the immortal. However, it deals 1d8 per hit die to undead and 1d12 per hit die to undead or creatures especially vulnerable to sunlight (such as spectres and vampires).

e.g. A demi-deity (39 hit die) taking Positive Energy Beam would gain a ray attack dealing 9d4 points of positive energy damage, or 9d8 or 9d12 to those specifically vulnerable to sunlight.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Positive Energy [Effect]**, original effect

doubled.

Taken three times = **Superior Positive Energy [Effect]**, original effect tripled.

Taken four times = **Perfect Positive Energy [Effect]**, original effect quadrupled.

Taken five times = **Positive Energy Mastery**, use any type of positive energy effect.

Taken six times = **Uncanny Positive Energy Mastery**, shape area effects to only target enemies.

118. POSTCOGNITION (SU)

An individual's past is known to you.

Prerequisites: Malificus, Wis 40.

Benefit: You can see into a being's past and learn its history. The target must make a Will save (DC 10 + 1/2 your hit die + your wisdom modifier + your divine rank) or have their entire history become known to you. If the save fails, the GM should reveal any pertinent (written) facts about the individual's history. You can attempt to discern an individual's history any number of times, but each time they successfully save against your prying they gain a cumulative +10 circumstance bonus for their next save.

119. PRECOGNITION (SU)

An individual's future is glimpsed by you.

Prerequisites: Malificus, Postcognition, Wis 40.

Benefit: You can see into a being's future. The target must make a Will save (DC 10 + 1/2 your hit die + your wisdom modifier + your divine rank) or have their plots and goals become known to you. The GM should give hints and clues as to possible future events involving the individual. You can attempt to discern an individual's future any number of times, but each time they successfully save against your prying they gain a cumulative +10 circumstance bonus for their next save.

120. PROFANE BODY (EX)

Evil forces conspire to keep you from harms way.

Prerequisites: Any Evil alignment, Wis 40.

Benefit: You can add your divine rank as a profane bonus to your Armor Class.

121. PROFANE LORD (EX)

You are evil incarnate.

Prerequisites: Any Evil alignment.

Benefit: You gain the half-fiend template.

Special: The half-fiend template is found within the Monster Manual.

122. PROFANE MIND (EX)

Malign forces guide your arm.

Prerequisites: Any Evil alignment, Wis 40.

Benefit: You can add your Wisdom modifier as profane bonus to attack rolls.

123. PROFANE SOUL (EX)

Evil forces watch over you.

Prerequisites: Any Evil alignment, Wis 40.

Benefit: You can add your Wisdom modifier as a profane bonus to your saving throws.

124. PROFANE SPIRIT (EX)

You are empowered by evil forces.

Prerequisites: Any Evil alignment, Wis 40.

Benefit: You can add your divine rank as a profane bonus to the save DCs of any saving throws you force others to make. This could be from abilities, spells, spell-like abilities, etc.

125. QUANTUM EFFECT (SU)

You can empower your effects with the element of chance.

Prerequisites: At least one other [Effect] ability, any Neutral alignment.

Benefit: You can incorporate fate into your effects.

TABLE 4-12: QUANTUM EFFECT

D20 Roll	Changes to Effect ability
1	Effect damage you (at normal strength)
2-3	No effect
4-6	Half Effect
7-14	No change (normal effect)
15-17	Works at double effect
18-19	Works at triple effect
20	Works at quadruple effect

126. QUICKNESS (SU)

You act with blinding speed.

Prerequisites: Blinding Speed, Dex 40.

Benefit: You always act as if *hasted*.

127. RAPID REJUVENATION (EX)

Your manifestation rejuvenates quicker than normal.

Prerequisites: Con 40, Immortal.

Benefit: If destroyed, you manifestation rejuvenates as if it were two divine status higher. See chapter 2, page 25 for details of Rejuvenation.

128. RAZOR TONGUE (SU)

Your words are so barbed they hurt.

Prerequisites: Bardic Music class feature, Cha 40, Perform 40 ranks.

Benefit: Once per round, as a free action, you can select one opponent (who must be able to hear and understand you). By the venom of your words they suffer an amount of morale damage equal to 1d20 + your Perform Skill.

129. REGENERATION (SU)

You regenerate damage even after 'death'.

Prerequisites: Con 40.

Benefit: You gain regeneration equal to 1/2 your hit die.

Typically regeneration is overcome by acid and fire attacks. For outsiders, opposed alignment based attacks also cannot be regenerated.

130. RUSTING [EFFECT] (EX)

Create effects that cause metal to rust.

Benefit: Ferrous metal objects (including adamantite and iron), such as armor and weapons lose one point of effectiveness for every **six** hit die of the immortal. If the rusting effect is greater than the weapons maximum damage or armor bonus (plus enhancement bonus if applicable), then the object is destroyed.

e.g. An intermediate deity (70 hit die) taking Rusting Breath would gain a breath weapon that reduced the effectiveness of a ferrous metal object by 2 points. This could reduce a magic weapons enhancement bonus by 2 points, or cause a non-magical weapon to deal 2 less points of damage.

For creatures made of ferrous metal, such as golems or immortal's with the Adamantine Body or Iron Body divine abilities, treat the rusting effect as energy drain.

e.g. An adamantite golem injured by the rusting breath of the intermediate god from the previous example would suffer a loss of 2 hit dice.

Artifacts can be affected by this ability but any damage done to them repairs itself within 1d4 rounds.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Rusting** [Effect], original effect doubled.

Taken three times = **Superior Rusting** [Effect], original effect tripled.

Taken four times = **Perfect Rusting** [Effect], original effect

quadrupled.

Taken five times = **Rusting** [Effect] **Mastery**, use any type of rusting effect.

Taken six times = **Uncanny Rusting Mastery**, shape area effects to only target enemies.

131. SACRED BODY (EX)

The holy spirit watches over you.

Prerequisites: Any Good alignment, Wis 40.

Benefit: You can add your divine rank as a sacred bonus to your Armor Class.

132. SACRED LORD (EX)

You are infused with a fragment of the holy spirit.

Prerequisites: Any Good Alignment.

Benefit: You gain the half-celestial template.

Special: The half-celestial template is found within the Monster Manual.

133. SACRED MIND (EX)

Channel the wrath of good.

Prerequisites: Any Good Alignment, Wis 40.

Benefit: You can add your Wisdom modifier as sacred bonus to attack rolls.

134. SACRED SOUL (EX)

You are guarded by the holy spirit.

Prerequisites: Any Good Alignment, Wis 40.

Benefit: You can add your Wisdom modifier as a sacred bonus to your saving throws.

135. SACRED SPIRIT (EX)

You are empowered by the holy spirit.

Prerequisites: Any Good Alignment, Wis 40.

Benefit: You can add your divine rank as a sacred bonus to the save DCs of any saving throws you force others to make. This could be from abilities, spells, spell-like abilities, etc.

136. SAVIOUR (SU)

You share the pain of allies to ease their suffering.

Prerequisites: Any Good Alignment, Wis 40.

Benefit: You can choose one or more allies within your Divine Aura. You can take half the damage dealt to them by any source. This ability only applies to hit point damage. For instance, it cannot in any way diminish the likes of a *n implosion* spell, or decapitation from a vorpal weapon.

137. SEEKING SHOT (EX)

Your missiles seem to home-in on opponents.

Prerequisites: Dex 40, Improved Precise Shot, Precise Shot, Sure Shot.

Benefit: You can choose one shot per round and it unerringly strikes its target (make an attack roll to determine if a critical hit was scored).

Special: A target with the Deflect Arrows feat cancels out

138. SELF-HYPNOSIS (SU)

Hypnotise yourself to prevent others from controlling your mind.

Prerequisites: Wis 40.

Benefit: In hypnotising yourself, you are treated as if always under the effects of a *mind blank* spell. You can lower or raise this defense as a free action.

139. SELF MASTERY (EX)

Your body parts can operate independently.

Prerequisites: Con 40, Regeneration.

Benefit: You can separate your individual appendages (arms, legs, head, hands, feet, etc.), thus making you immune to death from decapitation (such as from a vorpal weapon) or dismemberment.

140. SEVENTH SENSE (EX)

You exist one round in the future.

Prerequisites: Dex 40, Sixth Sense.

Benefit: You can replay a number of rounds per day equal to your divine rank. When you replay a round, everyone else uses the same actions, whereas you can change your actions based on the knowledge of what they are going to do. You can only replay a given round once before the time stream becomes too muddled and confused.

Special: Slipstream is no defence against this ability.

141. SHADOW SELF (SU)

Create a shadow duplicate.

Prerequisites: Dex 40, Hide 40 Ranks, Self-Concealment (50%).

Benefit: You gain a semipermanent shadow image. Treat as a single mirror image except that it foils even true seeing, except when used by an immortal with a higher divine rank. Once struck, the image fades away, but reappears at the start of the next round.

Special: You can take this ability multiple times and its effects stack. Each time you gain an additional shadow image.

142. SHAPECHANGE (SU)

Mould your manifestation into any shape.

Prerequisites: Polymorph.

Benefit: You may shapechange to a different form as a free action. Any new form cannot have more than twice your hit die. You gain all the extraordinary and supernatural abilities of the assumed form, however, you lose all your own supernatural abilities.

143. SILVERTONGUE (SU)

Your voice is mellifluous.

Prerequisites: Bardic Music, Cha 40, Perform 40 Ranks.

Benefit: Anyone who hears your voice must make a Will save (DC 20 + deity's Charisma modifier + deity's divine rank) or be charmed (as if by a *charm monster* spell). Use of this ability represents a swift action.

144. SOLDIER OF FORTUNE (SU)

The more money you are paid the harder you hit.

Prerequisites: BAB +30, Weapon Specialization.

Benefit: You can sacrifice wealth to deal more damage. You can deal an extra amount of damage equal to the square of the sum of money (in gold pieces) to be sacrificed. You must declare whether or not you are using this ability before each attack. If you miss you still lose the wealth. No matter how much wealth is expended, for a single blow you can only gain a maximum on +1 damage per point of base attack bonus.

e.g. Fangor decides to sacrifice 100 gold pieces for every hit. Giving him a +10 damage bonus.

145. SOUL STEALER (SU)

Take possession of a victim's soul.

Prerequisites: Sleight of Hand 40 Ranks, Sneak Attack 10d6.

Benefit: If you kill an opponent with a sneak attack, they can only be raised/resurrected with your consent. Treat the deceased as if soul bound (as per the *soulbind* spell).

146. SPELL ABATEMENT (SU)

Shrug off the initial magical salvo.

Prerequisites: Spell Resistance 40, Spellcraft 40 Ranks.

Benefit: You ignore the first spell cast against you each round (as if you had infinite spell resistance against that spell).

147. SPELL ABSORPTION (SU)

Use an enemies spells against them.

Prerequisites: Spell Abatement, Spell Resistance 40, Spellcraft 40 Ranks.

Benefit: As a free action, you can automatically absorb one spell cast at you each round. The magic absorbed must be a single target or ray directed

at the immortal or his gear. The spell can then be used by the immortal at any time in the future (as a standard action). An immortal can store a number of spell levels at a time equal to their hit die.

148. SPELL BLOCK (EX)

Deny a spell the right to affect you.

Prerequisites: Ability to cast the spell you are blocking, Int 40, Spell Resistance 40, Spellcraft 40 Ranks.

Benefit: You can choose any single spell you can cast and you become immune to it (as if you have Infinite Spell Resistance versus that spell).

Special: You can take this ability multiple times and its effects stack. Each time you take it you can choose a new spell to be immune to.

149. SPELL IMMUNITY (EX)

You build up an immunity to magic.

Prerequisites: Int 40, Spell Resistance 40, Spellcraft 40 Ranks.

Benefit: You become immune to all 0th and 1st-level spells (as if you have Infinite Spell Resistance).

Special: You can take this ability multiple times and its effects stack. Each time you take it you become immune to the next two higher spell levels as well. You cannot be immune to more spell levels than you have divine ranks.

e.g. A Lesser deity (Divine Rank 8) who chose this ability five times would still only be immune to spell levels 0-8th, not 0-9th.

To determine the spell level of an epic spell, simply divide the spell DC by 10 and add 7.

e.g. Hellball (DC 90) is equal to a 16th-level spell.

150. SPELL REFLECTION (EX)

Turn an enemies spells back upon them.

Prerequisites: Spell Resistance 40, Spellcraft 40 Ranks.

Benefit: Any spell targeted at you, which does not penetrate your spell resistance is reflected back at the caster. Effect and area spells are not affected. Neither are ranged touch spells.

151. SPELL SHOT (SU)

Shoot spells instead of missiles.

Prerequisites: Int 11, Spellcraft 25 Ranks.

Benefit: You can shoot 1st-level spells as if they were missiles.

Special: You can take this ability multiple times and its effects stack. Each time you take it, the maximum spell level increases by +1. The Intelligence prerequisite increases by 1 each time you take this ability.

152. SPIRITUAL ANCESTRY (EX)

You descend from a lineage of outsiders.

Prerequisites: Required Alignment.

Benefit: You gain the traits of an outsider type depending on your alignment.

- *Chaotic Evil:* Demon Traits
- *Chaotic Good:* Eladrin Traits
- *Chaotic Neutral:* Brood Traits (see Epic Bestiary: Volume One)
- *Lawful Evil:* Devil Traits
- *Lawful Good:* Archon Traits
- *Lawful Neutral:* Formian Traits
- *Neutral Evil:* Daemon Traits
- *Neutral Good:* Guardian Traits

153. SQUAMOUS (EX)

You develop a thick scaly skin.

Prerequisites: Exoskeleton, Natural Armor Bonus +1.

Benefit: Your natural armor bonus is equal to 3/4 your hit die (rounded down).

Normal: Typically, an immortal's natural armor bonus is equal to 1/4 its hit die.

154. SUPER CHARGE (EX)

Deal incredible amounts of damage when you charge.

Prerequisites: Ride 40 Ranks, Mounted Combat, Perfect Charge, Spirited Charge, Superior Charge.

Benefit: Your damage is increased sixfold when you charge, or eightfold when using a lance.

155. SUPERIOR AURA (SU)

Your aura is exceptionally strong.

Prerequisites: Divine Aura.

Benefit: Your aura gains an additional three effects (all save DCs are 20 + Charisma modifier + Divine Rank):

- **Stunning:** Those within the immortal's aura must make a Will save or be unable to act, other than defend themselves for 1d6 rounds.
- **Weakness:** Those within the immortal's aura must make a Fortitude save or suffer 3d6 points of Strength damage.
- **Superior Heroism:** Allies within the immortal's aura gain a +6 morale bonus on attack rolls, saves and skill checks. Are immune to fear and gain 40 temporary hit points.

156. SUPERIOR COMBAT CASTING (EX)

Your concentration is unbreakable.

Prerequisites: Combat Casting, Con 40.

Benefit: Your concentration cannot be broken when casting a spell. In effect you cast all spells as spell-like abilities.

157. SUPERIOR COMBAT EXPERTISE (EX)

Your ability to deflect blows is exceptional.

Prerequisites: Combat Expertise, Combat Mastery, Dex 40, Improved Combat Expertise.

Benefit: You can trade one point of base attack bonus for two points of armor class.

Normal: Typically combat expertise only allows you to trade 1 point of BAB for 1 point to your AC.

158. SUPERIOR CRITICAL (EX)

You are adept at striking at your foes most vulnerable spots.

Prerequisites: Base Attack Bonus +30, Greater Critical, Improved Critical, Proficiency with weapon.

Benefit: Your critical threat range is quadrupled. This supersedes and does not stack with the Improved Critical and Greater Critical feat chain. A weapon with a threat range of 20 becomes 17-20. A weapon with a threat range of 19-20 becomes 13-20. A weapon with a threat range of 18-20 becomes 9-20. A weapon with a threat range of 17-20 now threatens on a 5-20.

Special: This effect does not stack with keen or similar weapon special abilities.

159. SUPERIOR CRITICAL MULTIPLIER (EX)

Obsterate your enemies.

Prerequisites: Base Attack Bonus +30, Epic Weapon Specialization, Greater Critical Multiplier, Greater Weapon Specialization, Improved Critical Multiplier, Str 40, Weapon Specialization.

Benefit: You can increase the power of your critical hits. If the weapons critical multiplier was originally x2 it becomes x5. If the weapons critical multiplier was originally x3 it becomes x9. If the weapons critical multiplier was originally x4 it becomes x13.

160. SUPERIOR DAMAGE REDUCTION (SU)

Add a material factor to your damage reduction.

Prerequisites: Damage Reduction.

Benefit: Your damage reduction gains a material factor. Such as adamantine, cold iron or silver.

Normal: Typically immortals only have Damage Reduction x/epic.

161. SUPERIOR MANYSHOT (EX)

You are more precise with your manyshot.

Prerequisites: Dex 40, Improved Manyshot, Manyshot, Precise Shot.

Benefit: When using the manyshot ability, all your missiles have the chance to be critical hits.

Normal: Typically only one arrow fired during a manyshot can be a critical hit.

162. SUPERIOR POWER ATTACK

Your power attacks are devastating.

Prerequisites: Improved Power Attack, Power Attack, Str 33

Benefit: You can sacrifice base attack bonus for damage on a 1:2 basis. That is, for every point of base attack bonus you expend you add 2 points to damage. For two handed weapons

Normal: Power Attack allows you to sacrifice BAB to increase damage by on a 1:1 basis. Improved Power Attack allows you to expend on a 2:3 basis.

Special: If you attack with a two-handed weapon, or a one-handed weapon wielded in two hands, instead add four times the number subtracted from your attack rolls.

163. SUPERIOR SMITING (EX)

Your smite attacks are incredibly powerful.

Prerequisites: Cha 40, Great Smiting, Smite class feature.

Benefit: Your smiting damage is four times your class level.

Special: Whenever you make a successful smite attack add four times the appropriate level to damage (rather than just your level).

NB. It is the opinion of these rules that the Great Smiting feat, if allowed to stack indefinitely, is far too prone to abuse and thus should only be allowed to be taken once.

164. SUPERIOR SNEAK ATTACK (EX)

You know how to twist the blade to make it hurt.

Prerequisites: Dex 40, Sneak Attack 10d6.

Benefit: You can increase the damage dice used when you sneak attack.

Special: This ability can be taken up to three times. The first time it is taken the sneak attack damage dice increases to d8, the second time it becomes d10 and the third time it becomes d12.

165. SUPERIOR SUMMONING (SU)

Summon even more powerful creatures.

Prerequisites: Augment Summoning, Improved Summoning.

Benefit: You can summon creatures with 50% (round fractions down) more hit dice than usual.

e.g. If you were to cast *summon monster IX*, and summoned a couatl, it would have 13 hit dice (instead of only 9 hit dice).

Special: This only applies to generic monsters, not specific individuals. It does not increase a monsters hit dice, it merely summons (advanced) monsters with greater than average hit dice.

e.g. If you made a pact with a specific Solar named Al-Kamirion (22 hit dice) and gated him in, he would still have 22 hit dice.

166. SURE-FOOTED (EX)

You cannot be tripped.

Prerequisites: Dex 40.

Benefit: You cannot be tripped, except by an immortal of a higher Divine Rank.

167. SURE-HANDED (EX)

You cannot be disarmed.

Prerequisites: Str 40.

Benefit: You cannot be disarmed, except by an immortal of a higher Divine Rank.

168. SURE-MINDED (EX)

You cannot be feinted.

Prerequisites: Wis 40.

Benefit: You cannot be feinted, except by an immortal of a higher Divine Rank.

169. SWEAT-BORN (SU)

Your children are born instantaneously.

Prerequisites: Egg-Born.

Benefit: There is virtually no delay from conception to birth.

Special: Giving birth to an immortal drains quintessence from at least one parent. See Divine Progeny (page 25) for more details.

170. TELELOCATION (SU)

You can sense your quarry.

Prerequisites: Legendary Tracker, Spot 40 Ranks, Wis 40.

Benefit: You automatically know the location of the creature you are hunting.

171. TELLURIC EFFECT (SU)

Your effects tap the power of cosmic ley lines.

Benefit: You can choose one opponent affected by one of your [Effect] based abilities. If you keep targeting that opponent then the effect is doubled each round (in this case a double-double is a triple). For effects which are potentially delivered multiple times per round (such as 'Blood' or 'Strike') the effect is only double each round, rather than each time it is delivered. If multiple targets are caught with the effect, only one can be affected by the telluric multiplier. Although in such cases having other opponents targeted does not reset the damage.

e.g. A Lesser God (50 hit die) is facing three opponents. He uses Force Breath on all three opponents, dealing 12d4 damage. On the second round, the opponents spread out. The immortal breathes again but this time only catching one opponent who suffers double damage (24d4). On the third round the immortal can breath again, this time catching two of the opponents. The first opponent who has been breathed on all three rounds now, suffers 36d4 damage, while the second opponent only suffers 12d4 damage. As long as the initial target is affected each time the effect is used, the bonus keeps increasing. Use the effect on a different opponent and the link is broken and the damage resets to normal.

172. THEOPOEA (SU)

Animate idols to defend your places of worship.

Prerequisites: Cha 40, Craft 40 Ranks, Divine Aura, Wis 40.

Benefit: A number of statues within your place of worship animate as golems (of the same material) while bathed within your divine aura. You can animate no more than one golem for each Divine Rank. The golems are made from the same material as the statues themselves, and have Hit Dice appropriate for their size.

Special: The statues must be made in the god's image.

173. THIEVING [EFFECT] (SU)

Prerequisites: Sleight of Hand 40 Ranks.

Benefit: The effect steals 1d1000 gold piece worth of wealth from the target. The effect steals coins first, then gems, then art objects then magic items in that order.

e.g. An intermediate deity (70 hit die) taking Thieving Wrath would gain a gaze attack stealing 8d1000 gold pieces worth of wealth.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Thieving [Effect]**, original effect doubled.

Taken three times = **Superior Thieving [Effect]**, original effect tripled.

Taken four times = **Perfect Thieving [Effect]**, original effect quadrupled.

Taken five times = **Thieving Mastery**, use any type of thieving effect.

Taken six times = **Uncanny Thieving Mastery**, shape area effects to only target enemies.

174. THIRD EYE (SU)

You grow a third eye.

Prerequisites: Wis 40.

Benefit: You can use any ray ability (such as from an [effect] ability), spell or spell-like ability as a free action once per round.

Special: Your manifestation grows a third eye. If your pantheon does not permit multiple limbs, heads and so forth, then only evil deities can choose this ability.

175. THREATENING CRITICAL (EX)

You threaten to obliterate a foe with every hit.

Prerequisites: BAB +30, Greater Critical, Improved Critical, Superior Critical.

Benefit: Any critical threats are automatically critical hits, there is no need to roll to confirm the hit.

Normal: Typically you must confirm a critical threat.

176. TIME STEALER (SU)

Steal an opponent's actions.

Prerequisites: Sleight of Hand 40 Ranks.

Benefit: Each time you make a successful sneak attack against an opponent, you can steal one of their attacks (in the next round, and for the next round only, you gain one extra attack and they make one less attack).

177. TRUE SEEING (SU)

You see right through illusions.

Prerequisites: Spot 40 Ranks.

Benefit: You gain *true seeing* at will.

178. TRUE STRIKE (EX)

Your arm is true and sure.

Prerequisites: Epic Weapon Focus, Greater Weapon Focus, Str 40, Weapon Focus.

Benefit: You gain a +20 bonus on attack rolls with selected weapon.

179. TWO-DIMENSIONAL (SU)

You can escape the third dimension.

Prerequisites: Escape Artist 40 Ranks.

Benefit: You have a 50% chance of avoiding attacks (physical or magical) directly targeted at you. You also gain a +8 size modifier to your Armor Class. However if an opponent successfully hits you take maximum damage.

Special: This ability will stack with something like incorporeality (such as from the Asomatous divine ability).

e.g. An immortal that was both incorporeal and two-dimensional would have a 75% chance to avoid attacks.

180. UNBRIDLED RAGE (EX)

Your anger knows no bounds.

Prerequisites: Rage 10/day.

Benefit: Once you enter a rage, your Strength and Constitution scores increase by an additional 2 each and every round (above and beyond your typical rage bonuses). Neither score can ever surpass double your initial enraged Strength or Constitution scores.

181. UNCANNY CLEAVE (EX)

Decimate all in your path.

Prerequisites: Cleave, Great Cleave, Str 40, Perfect Cleave, Supreme Cleave.

Benefit: You can take your full movement while cleaving. You could potentially cleave every opponent within reach along the path of your movement.

182. UNCANNY DODGE (EX)

You avoid blows that would catch others.

Prerequisites: Dex 40, Dodge, Improved Dodge.

Benefit: You can use your Dexterity modifier as your dodge bonus.

Special: This ability overlaps with the Dodge/Improved Dodge feats, rather than stacking with them.



(see 186. Undeath)

183. UNCANNY WEAPON FOCUS (EX)

Your fighting skill knows no bounds.

Prerequisites: Epic Attack Bonus +30, Epic Weapon Focus, Greater Weapon Focus, Perfect Weapon Focus, Weapon Focus.

Benefit: Base attack bonus replaces epic attack bonus for all class levels, prestige class levels and hit dice progression.

Normal: When characters reach 21st-level, they gain epic attack bonus, increasing +1 every two class levels.

Special: You cannot gain more than four attacks with a single weapon from simply having a high base attack bonus, although the Ultimate Weapon Specialization transcendental ability does break this rule.

e.g. A greatsword-wielding 45th-level Fighter with this ability would have a base attack bonus of +45 (rather than an epic attack bonus of +33). But they would still only have four attacks per round.

184. UNCANNY WEAPON SPECIALIZATION (EX)

Your blows carry the weight of finality.

Prerequisites: Base Attack Bonus +70, Epic Weapon Focus, Epic Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, Perfect Weapon Focus, Perfect Weapon Specialization, Uncanny Weapon Focus, Weapon Focus, Weapon Specialization.

Benefit: Manufactured weapons in your hands automatically deal damage as if they were made from appropriately dense materials.

Normal: Typically you gain one virtual size category for every 15 points of strength above the average strength score for your size. The average strength score for a small sized creature is 6. The average strength score for a medium-sized creature is 10. With each subsequent size category a further +10 (Large = 20, Huge = 30, etc.).

Each virtual size category allows you to deal base damage as if a size category bigger. However, this increase only applies to creatures attacking with natural weapons. Those attacking with manufactured weapons must have those weapons made out of appropriately dense materials such as orichalcum.

For more information on Virtual Size Categories and the Orichalcum special material, see the Immortals Handbook - Epic Bestiary: Volume 1.

185. UNCANNY WHIRLWIND ATTACK (EX)

You are a tornado of steel and sinew.

Prerequisites: Dodge, Expertise, Improved Whirlwind Attack, Int 13, Mobility, Spring Attack, Whirlwind Attack

Benefit: As a full attack action you can make a full attack against every target you threaten.

Normal: Typically Whirlwind Attack only allows you to make a single attack against all targets you threaten.

186. UNDEATH (EX)

You embrace the power of the undead.

Prerequisites: Any Evil alignment.

Benefit: You gain the undead traits.

Special: You lose your Constitution score.

187. UNKNOWING BODY (EX)

You avoid attacks through pure instinct.

Prerequisites: Wis 40.

Benefit: You can add your divine rank as an insight bonus to your armor class.

188. UNKNOWING MIND (EX)

Instinct guides your arm.

Prerequisites: Wis 40.

Benefit: You can add your Wisdom modifier as an insight bonus to attack rolls.

189. UNKNOWING SOUL (EX)

You instinctively know how to avoid calamity.

Prerequisites: Wis 40.

Benefit: You can add your Wisdom modifier as an insight bonus to your saving throws.

190. UNKNOWNING SPIRIT (EX)

You transcend knowledge and act on instinct.

Prerequisites: Wis 40.

Benefit: You can add your divine rank as an insight bonus to the save DCs of any saving throws you force others to make. This could be from abilities, spells, spell-like abilities, etc.

191. UNYIELDING DAMAGE REDUCTION (SU)

Opponents reel from the shock of striking your body.

Prerequisites: Damage Reduction, Improved Damage Reduction, Perfect Damage Reduction, Superior Damage Reduction, Weaponbreaking.

Benefit: Any corporeal opponent striking you in melee but not penetrating your damage reduction suffers the difference in damage.

e.g. Thrin strikes the overdeity Chthon (Damage Reduction 80/-) for 60 points of damage. In so doing, Thrin suffers 20 points of damage (the difference between Chthon's damage reduction and Thrin's damage).

Your own damage reduction does not protect you against this damage.

Special: This works in tandem with Weaponbreaking divine ability, so that those striking with manufactured weapons suffer damage to both themselves and their weapons.

192. VAMPIRIC EFFECT (EX)

You can drain your opponents life's blood.

Prerequisites: Any Evil alignment.

Benefit: You can choose any one opponent injured by one of your [Effect] abilities. You are healed a number of hit points equal to half the damage dealt to the opponent.

193. VANGUARD FORTITUDE (EX)

Allies are buoyed by your stoicism.

Prerequisites: Aura of Courage, Cha 40, Divine Aura, Fortitude save +30.

Benefit: Allies within your divine aura can use your Fortitude saving throw instead of their own.

194. VANGUARD REFLEXES (EX)

Your warnings of doom are heeded.

Prerequisites: Aura of Courage, Cha 40, Divine Aura, Reflex save +30.

Benefit: Allies within your divine aura can use your Reflex saving throw instead of their own.

195. VANGUARD WILL (EX)

Allies look to you for succor.

Prerequisites: Aura of Courage, Cha 40, Divine Aura, Will save +30.

Benefit: Allies within your divine aura can use your Will saving throw instead of their own.

196. VENGEFUL EFFECT (EX)

You seek victory at any cost.

Benefit: This ability is a modifier that can be applied to any divine ability with the [Effect] suffix in parenthesis. It doubles the damage/effect but at the cost of dealing an amount equal to half the effect upon the user.

e.g. A demi-deity (38 HD) could take Fiery Breath (from the [Energy] [Effect] ability) dealing 9d6 damage. Upon taking Vengeful effect, they could increase the Fiery Breath to 18d6 damage, but they themselves would take 9d6 damage each time the ability was used.

You cannot cheat vengeance. If you do not suffer the damage, you do not deal extra damage to your opponents. You are not forced to use the vengeance power when you take this ability.

Special: If you apply this to any cosmic abilities with the [Effect] suffix, then it fills up a cosmic ability slot (6 divine slots) instead of merely a single divine ability slot.

197. VICISSITUDE (EX)

Your manifestation adopts a second identity.

Prerequisites: Cha 40, Disguise 40 Ranks, Polymorph, Shapechange.

Benefit: You can develop an entirely new alter-ego. Thereafter you can change between these two identities at will. The alter-ego begins with a hit die/level no greater than the deities divine rank (from then on advancing as a separate entity). It can radiate any alignment, be of any race or class and is otherwise untraceable to the original manifestation.

Special: For instance, Loki, the god of trickery, could develop a second identity which could be a giantess called Thokk.

198. WEAPON BREAKING (EX)

Weapons shatter against your body like waves on rocks.

Prerequisites: Perfect Damage Reduction, Str 40.

Benefit: When a weapon strikes your body but does not pass your damage reduction, it sunder itself for an amount of damage equal to what the blow would have otherwise caused (had it not been for your damage reduction).

Special: You can sunder artifacts, but they are automatically restored within 1d4 rounds after being destroyed.

199. [WEAPON TYPE] DEBASEMENT (EX)

Your innate knowledge of weaponry allows you to twist and turn to minimise the damage it causes you.

Prerequisites: Weapon Specialization.

Benefit: You can choose one weapon type (crushing, piercing or slashing) and you always suffer minimum damage when struck by that type of weapon.

200. [WEAPON TYPE] DEFICIENCY (SU)

Your innate knowledge of magical weaponry

Prerequisites: Int 25, Weapon Specialization.

Benefit: You can choose one weapon type (crushing, piercing or slashing) and the special weapon properties of those types of weapons with a market modifier less than your divine rank no longer apply to you.

201. [WEAPON TYPE] DEPRECIATION (SU)

Your innate knowledge of magical weaponry diminishes their effect against you.

Prerequisites: Int 25, Weapon Specialization.

Benefit: You can choose one weapon type (crushing, piercing or slashing) and the enhancement bonuses of those types of weapons are reduced by an amount equal to your divine rank.

Special: Note that magic weapons that have their enhancement bonuses reduced to zero in this manner still gain a +1 to attack from being masterwork weapons.

202. WIND [EFFECT] (EX)

You can create wind based effects to batter your opponents.

Benefit: The effect knocks the target back 10 feet per hit die of the attack. Standing targets will take 1d6 damage per 10 feet they are knocked back and the total damage is doubled if they strike a solid object, such as a wall or building.

e.g. An greater deity (110 hit die) taking Wind Breath would gain a breath weapon that knocked medium size targets back a possible 250 feet. If they hit a wall 150 feet away, they would take 30d6 damage.

For every size category above medium reduce the damage by half (so a Huge creature would only take a quarter the damage of a Medium sized creature). For every size category smaller than Medium double the damage. Creatures in flight only take one quarter damage if blown backwards unless they strike something solid in which case they take normal damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Wind** [Effect], original effect doubled.

Taken three times = **Superior Wind** [Effect], original effect tripled.

Taken four times = **Perfect Wind** [Effect], original effect quadrupled.

Taken five times = **Wind Mastery**, use any type of wind effect.

Taken six times = **Uncanny Wind Mastery**, shape area effects to only target enemies.

203. WITHERING [EFFECT] (EX)

Desiccate your enemies.

Benefit: The effect deals 1 point of ability drain per **ten** hit die of the deity.

e.g. A greater deity (100 hit die) taking Withering Breath would gain a breath weapon dealing 2 points of ability drain (or alternately 1d3 points of ability drain).

NB. Instead of using a flat damage you can instead substitute a dice based on the average for that dice (rounded up).

e.g. You could use a d3 for every multiple of 2, a d4 for every multiple of 3, a d6 for every multiple of 4, a d8 for every multiple of 5, a d10 for every multiple of 6 and a d12 for every multiple of 7.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Withering** [Effect], original effect doubled.

Taken three times = **Superior Withering** [Effect], original effect tripled.

Taken four times = **Perfect Withering** [Effect], original effect quadrupled.

Taken five times = **Withering Mastery**, use any type of withering effect.

Taken six times = **Uncanny Withering Mastery**, shape area effects to only target enemies.

204. X-RAY VISION (EX)

Your piercing gaze can penetrate matter.

Prerequisites: Spot 40 Ranks.

Benefit: You gain the ability to see through solid objects. For each round of concentration you can penetrate 1 inch of metal, 1 foot of stone or 3 feet of wood or dirt.

Especially dense metals like adamantine, gold, lead or silver cannot be penetrated by this x-ray vision.

TABLE 4-13: CHOOSING DIVINE ABILITIES FOR YOUR CHARACTER

Ability Score	Divine Abilities
Charisma	Divine Champion, Epic Presence, Fortuity, Heavenly Body, Heavenly Mind, Heavenly Soul, Heavenly Spirit, Malaclypse
Constitution	
Dexterity	Celerity, Quickness, Surefooted
Intelligence	Cunning Body, Cunning Mind, Cunning Soul, Cunning Spirit, Intellectual Body, Intellectual Mind, Intellectual Soul, Intellectual Spirit, Maven, Omnicompetant, Sureminded
Strength	Surehanded
Wisdom	True Seeing, Unknowing Body, Unknowing Mind, Unknowing Soul, Unknowing Spirit

Class	Divine Abilities
Barbarian	Blood Boil, Blood Brothers, Blood Strike, Unbridled Rage
Bard	Echo Song, Forked Tongue, Mime Ability, Mime Ability Score, Mime Spell, Razor Tongue, Silver Tongue
Cleric	Create Greater Spawn (evil), Create Spawn (evil),
Druid	Dragon Companion, Inspire Wildshape, Legendary Companion, Moonstruck
Fighter	
Monk	Even-Handed, Heavy Handed, High Handed, Quivering Strike
Paladin	Patric [Effect], Legendary Steed, Sacred Lord, Saviour, Vanguard Fortitude, Vanguard Reflexes, Vanguard Will
Ranger	Animus, Bane [Effect], Bane Guard, Legendary Companion, Telelocation
Rogue	Asport, Cozen, Divine Sneak Attack, Dream Stealer, Shadow Self, Superior Sneak Attack, Thieving [Effect], Time Stealer
Sorcerer	Divine Sorcerer, Legendary Familiar
Wizard	Divine Wizardry, Legendary Familiar
Archer	Hail of Arrows

Skill	Divine Abilities
Aura	Greater Aura, Perfect Aura, Superior Aura
Damage Reduction	Improved Damage Reduction, Obscure Damage Reduction, Perfect Damage Reduction, Superior Damage Reduction, Weaponbreaking, Unyielding Damage Reduction
Natural Armor	Carapace, Exoskeleton, Squamous
Spell Resistance	

COSMIC ABILITIES

1. ABROGATE (SU)

You can negate your opponents greatest advantage.

Prerequisites: Divine Aura.

Benefit: Any single opponent within your divine aura has its greatest ability negated. This can be an ability score or one of its other abilities (divine, cosmic etc.).

Special: A negated ability score is reduced to 10.

2. [ALIGNED] MESSIAH (SU)

Creatures of a certain ethos or morality see you as the chosen one.

Prerequisites: Appropriate alignment, Cha 70.

Benefit: Choose one alignment (one that you possess). You cannot willingly or unwillingly be injured by any being of the chosen alignment whose divine status is not equal to or greater than your own.

Special: Characters with extreme alignments (such as Lawful Good, or Chaotic Evil) could potentially choose this ability twice.

e.g. A lawful good deity could be both a Lawful Messiah and a Holy Messiah (requiring two cosmic ability slots).

Anyone with the Apostasy ability can ignore the effects of [Aligned] Messiah.

3. ALTER REALITY (SU)

Your wishes come true.

Prerequisites: Ability to cast 9th-level spells, Cha 70, Spellcraft 70 Ranks.

Benefit: You can use *wish* at will as a swift action. You can also combine Automatic Metamagic Capacity epic feats (to increase the effective level of the wish for greater results).

Additionally you can use Alter Reality to give yourself a circumstance bonus on all dice rolls equal to 9 + the number of Automatic Metamagic Capacity feats you possess. But you lose this circumstance bonus any round you use the Alter Reality for any other purpose.

4. ANARETIC (SU)

You destroy that which you strike in anger.

Prerequisites: Greater Sunder, Improved Sunder, Perfect Sunder, Str 70, Superior Sunder.

Benefit: Your strikes destroy magic items as per a *disjunction* spell. Caster level is equal to your hit die + divine rank.

Special: Disjunction only destroys artifacts for 1d4 rounds, after which time they rebuild themselves.

5. ANNIHILATING [EFFECT] (SU)

You can create effects which deal permanent damage.

Benefit: The effect deals 1d6 points of permanent damage per hit die of the immortal.

e.g. A greater deity (100 hit die) taking Annihilating Breath would gain a breath weapon dealing 25d6 permanent damage.

Permanent damage can be healed only by using a *limited wish*, *miracle* or *wish* spell. A *limited wish* heals one point of permanent damage per casting of the spell. A *miracle* or *wish* spell heal one point of permanent damage per level of the caster.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Annihilating [Effect]**, original effect doubled.
Taken three times = **Superior Annihilating [Effect]**, original effect tripled.

Taken four times = **Perfect Annihilating [Effect]**, original effect quadrupled.

Taken five times = **Annihilating Mastery**, use any type of annihilating effect.

Taken six times = **Uncanny Annihilating Mastery**, shape area effects to only target enemies.

6. APOSTASY (EX)

You have transcended alignment.

Prerequisites: Cha 70.

Benefit: You cannot be affected by any alignment based attacks or effects. For all intents and purposes you are beyond alignment. This applies even if the alignment based attack comes from an immortal of higher divine status.

7. ASSIMILATE (SU)

You devour an aspect of a defeated foe.

Prerequisites: Con 70.

Benefit: Upon destruction of a foe you can gain one of their single attributes in place of your own.

e.g. Upon slaying a rival greater deity, Anu could choose one of his opponents ability scores (that was higher than his own) and he would now have that ability score from then on.

Special: You can only assimilate an ability score that is greater than your own.

8. ATOMIC [EFFECT] (SU)

Attack your enemies with nuclear force.

Benefit: This effect is a brutal combination of five different effects:

1. **Blast wave (force damage):** treat as double strength force [effect] divine ability, 2d4 force damage per hit die of the effect instead of 1d4.

2. **Disintegration:** targets must make a Fortitude saving throw (DC 10 + 1/2 deity's hit die + deity's Constitution modifier + deity's divine rank) or suffer 2d6 damage per hit die of the effect.

3. **Heat (fire damage):** treat as Energy (Fire) [Effect] divine ability. 1d6 fire damage per hit die of the effect.

4. **Radiation (poison-based ability damage):** treat as Poisonous [Effect] divine ability except that you divide the ability damage evenly between Constitution, Dexterity and Strength. 1/6th a point of Con, Dex and Str damage per hit die of the effect.

5. **Wind (falling damage):** treat as the wind [effect] divine ability.

e.g. A greater deity (100 hit die) taking Atomic Breath would gain a breath weapon dealing:

- **Blast:** 50d4 Force damage
- **Disintegration:** Fortitude save (DC 20 + deity's Constitution modifier + deity's divine rank) or suffer 50d6 damage.
- **Heat:** 25d6 fire damage
- **Radiation:** 1 point of Str, Con and Dex damage
- **Wind:** Suffer the effects of hurricane level winds. See the Wind [effect] divine ability on page 139.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Atomic [Effect]**, original effect doubled.

Taken three times = **Superior Atomic [Effect]**, original effect tripled.

Taken four times = **Perfect Atomic [Effect]**, original effect quadrupled.

Taken five times = **Atomic Mastery**, use any type of atomic effect.

Taken six times = **Uncanny Atomic**, shape area effects to only target enemies.

9. AUTHORITY (SU)

You have the voice of all leaders.

Prerequisites: Cha 70, Leadership Score 70.

Benefit: Your voice acts as a rod of epic rulership. Any targets within your divine aura are automatically *ruled* unless they have an Intelligence score greater than 10 + the deities divine rank.

COSMIC ABILITIES

TABLE 4-14: COSMIC ABILITIES

#	Cosmic Ability Name	Ex/Su	Prerequisites	Benefit
1	Abrogate	Su	-	You negate an enemies single greatest ability
2	[Aligned] Messiah	Su	Cha 70	Same aligned beings will not attack you
3	Alter Reality	Su	Cast 9th-level spells, Spellcraft 70 Ranks	Your will overlaps reality
4	Anaretic	Su	Perfect Sunder, Str 70	Your sunder attempts disjoin items
5	Annihilating [Effect]	Su	-	The effect causes permanent hit point damage
6	Apostasy	Ex	Cha 70	You are unaffected by alignment based effects
7	Assimilate	Su	Con 70	You absorb a single aspect of a defeated opponent
8	Atomic [Effect]	Su	-	Effect combines myriad different effects
9	Authority	Su	Bardic Music, Cha 70	You possess the voice of all leaders
10	Chimerical	Su	Wildshape 20/day, Wis 70	You can shapechange into two creatures simultaneously
11	Chronal [Effect]	Su	-	The effect is temporal based
12	Cogency	Su	Superior Smiting	You smite with every attack
13	Cosmic Architect	Su	Divine Architect, Int 70	Creation times measured in minutes
14	Cosmic Consciousness	Su	Wis 70	You sense everything
15	Cosmic [Effect]	Su	-	A more powerful version of Divine [Effect]
16	Cosmic Firmament	Su	-	Your divine bonus is doubled within your divine realm
17	Cosmic Serpent	Su	Cha 70	You can change an opponents alignment with a touch
18	Cosmic String	Ex	Con 70	You can only be destroyed by beings of equal or greater power
19	Cosmic Superimposition	Su	Dex 70, Sleight of Hand 70 Ranks	You can steal portfolios from other deities
20	Cosmic Toughness	Ex	Divine Toughness	Hit Die become d100s
21	Counter-strike	Ex	Dex 70	Gain an extra retaliatory attack for every time you are injured
22	Create Legacy	Su	Create Greater Spawn, Any Evil alignment, Wis 70	One undead rises each round from the same single slain victim
23	Critical Mass	Ex	Rage 20/day	Expend all your anger in one round
24	Cursed Body	Ex	Cha 70, Heavenly Body	Luck penalty to enemy armor class equal to your Divine Rank
25	Cursed Mind	Ex	Cha 70, Heavenly Mind	Luck penalty to enemy attack rolls equal to your Cha modifier
26	Cursed Soul	Ex	Cha 70, Heavenly Soul	Luck penalty to enemy saves equal to your Cha modifier
27	Daunting Body	Ex	Cha 70	Morale penalty to enemy armor class equal to your Divine Rank
28	Daunting Mind	Ex	Cha 70	Morale penalty to enemy attack rolls equal to your Cha modifier
29	Daunting Soul	Ex	Cha 70	Morale penalty to enemy saves equal to your Cha modifier
30	Degeneration	Su	Regeneration	You cause an opponents regeneration to act against them
31	Divine Inspiration (S)	Su	-	You can gain a single changeable divine ability
32	Divine Nescience	Ex	-	Ignore the prerequisites for any divine abilities
33	Divine Presence (S)	Su	Epic Presence	Allies within your aura gain a divine ability
34	Dominance	Ex	Cha 70	Foes with less than 1/3 your hit die automatically fail their saves
35	Doombringer	Su	Cha 70	Your touch causes opponents to re-experience old wounds
36	Doppelganger	Su	Wildshape 20/day, Wis 70	Shapechange into individuals, duplicating their powers
37	Eighth Sense	Su	Dex 70, Seventh Sense	-
38	Elusion	Su	Reflex save +70	You can avoid attacks with successful Reflex saves
39	Enlightened	Su	Cast 9th-level spell, Divine Wizardry, Int 70	You know all spells
40	Ensorcelled	Su	Cast 9th-level spells, Cha 70, Divine Sorcery	You can cast any number of spells per day
41	Exclusivity	Su	Reflex save +70	You can only be affected by one opponent each round
42	Extra Portfolio	Var.	-	You gain an extra portfolio
43	Gestalt	Su	-	You can absorb the essence of other willing participants
44	Gravitic [Effect]	Su	-	The effect causes gravity based damage
45	Great Breath	Su	Wis 70	The deity can create life
46	Heavy Eradication	Ex	Moderate Eradication, Str 70	100% chance of overcoming critical hit immunity
47	Hyperostosis	Su	Carapace	Natural armor bonus equal to double your hit die
48	Impenetrable Will	Su	Rage 20/day	While raging you cannot fail Will saving throws
49	Inner Eye	Su	Wis 70	You always use the best possible dice roll
50	Innocence	Su	Cha 70, Good alignment	You cannot be harmed until you yourself attack
51	Karmic [Effect]	Su	-	The effect causes damage direct to experience points
52	Learned Ability Immunity	Ex	Int 70, Learned Spell Immunity	You can adapt to your opponents special attacks
53	Legendary [Ability Score]	Ex	-	Single ability score doubled
54	Legion	Su	-	You can divide your manifestation into multiple avatars
55	Lord of Perfection	Su	-	You gain the Paragon Template
56	Lord of Steel	Ex	Death Knight Template	You gain the Cimerial Template
57	Lord of the Skull	Ex	Lich Template	You gain the Demilich Template

CHAPTER FOUR: POWERS COSMIC ABILITIES

#	Cosmic Ability Name	Ex/Su	Prerequisites	Benefit
58	Martyrdom	Su	Aura of Despair, Cha 70, any Evil alignment	Allies are compelled to take damage on your behalf
59	Metamorph	Su	Wildshape 20/day, Wis 70	You can double the power of any shapechange form you assume
60	Molymorph	Su	Wildshape 20/day	You are immune to the attacks of any form you assume
61	Music of the Spheres	Su	Bardic Music, Perform 70 Ranks	Your music affects everyone on the planet/layer
62	Nebulous	Ex	Hide 70 Ranks, Self-concealment 50%	You are intangible and difficult to hit
63	Nemesis	Ex	Ten Favored Enemies	Use all your favored enemy bonus against one special foe
64	Nullification	Su	Abrogate	You negate all an opponents feats
65	Numinous	Su	Divine Aura, Spellcraft 70 Ranks	Anti-magic aura that does not impede your own magic
66	Oblique Strike	Su	Dex 70	Injure one opponent by attacking another within your aura
67	Perfect Critical	Ex	BAB +45*, Superior Critical	Your critical threat range is quintupled
68	Perfect Critical Multiplier	Ex	BAB +45*, Superior Critical Multiplier	Your critical multiplier is quintupled
69	Perfect Smiting	Ex	Superior Smiting	Smiting damage is octupled
70	Perfect Summoning	Su	Superior Summoning	Hit Dice of summoned creatures increases by 200%
71	Psychometry	Su	Int 70	You can gauge an opponents power at a glance
72	Pugnacious	Ex	Perfect Damage Reduction	Natural armor bonus equal to double your hit die
73	Quivering Skin	Ex	Quivering Strike, Wis 70	Anyone touching you suffers the effects of the Quivering Palm
74	Quixotic	Su	Cha 70	You can re-roll any dice roll
75	Redivivus	Su	Can cast <i>true resurrection</i> , Wis 70	You can revive your opponents greatest enemy
76	Replicate	Su	Cha 70, Mime Ability	You can mimic any ability you have ever encountered
77	Rotting [Effect]	Ex	-	The effect causes constant ability score damage
78	Sanctity	Su	Turn/Rebuke Undead, Wis 70	Your turning affects any being
79	Shroud of Death	Su	-	Anyone attacking you must save versus death
80	Siphoning [Effect]	Su	-	The effect absorbs quintessence
81	Slipstream	Ex	Dex 70	You are unaffected by temporal disturbances
82	Sneaky Critical	Ex	Sneak Attack 20d6	Your sneak attack damage is multiplied when you critical hit
83	Soniferous (S)	Su	Knowledge (arcana) 70 Ranks	You double the power of any single magic item you use
84	Specular	Su	-	Enemies suffer same damage they inflict upon you
85	Spell Amplification	Su	Spell Reflection, Spell Resistance 70	You can apply automatic metamagic to increase turned spells
86	Spell Dissolution	Su	Spellcraft 70 Ranks	You can expend spells to augment combat prowess
87	Spirited Away	Su	-	You are saved from destruction
88	Spirit Stealer	Su	Dex 70, Pick Pockets 70 Ranks	When you destroy a deity you gain all its quintessence
89	Starstruck	Su	12 Divine Ability Slots, Moonstruck, Shapechange	You gain the Pseudonatural Template
90	Storm of Arrows	Ex	Dex 70, Hail of Arrows	Make one attack against each foe within range
91	Supersonic	Su	Celerity, Dex 70	You can move at the speed of sound
92	Swarm Shape	Ex	Wildshape 20/day	You gain the (Fine) Swarm Subtype
93	Talismanic Effect	Ex	-	Channel effects through artifacts
94	Thelemic Damage Reduction (S)	Su	Perfect Damage Reduction	You are only affected by alternate attacks
95	Thelemic [Effect]	Su	-	The effect is numerically based
96	Thralldom	Su	Cha 70	A single defeated enemy is compelled to enter your service
97	Time Dilation	Ex	Dex 70 or two or more heads	Deity can take twice as many actions per round
98	Total [Ability Score]	Su	-	Add your opponents ability score to your own
99	Transmogrify	Ex	Divine Immensity, Rage 20/day, Unending Rage	Your size increases while raging
100	Uncanny Smiting	Ex	Superior Smiting	Your smiting affects all opponents of a different alignment
101	Underhanded	Ex	Sneak Attack 20d6	You sneak attack with every hit, even while in melee
102	Unearthly Combat Expertise	Ex	Combat Expertise, Dex 70	Trade one point of BAB for four points of AC
103	Unearthly Manyshot	Ex	BAB +45*, Uncanny Manyshot	Make one Manyshot as part of a full attack action
104	Unearthly Power Attack	Ex	Power Attack, Str 70	Trade one point of BAB for four points of Damage
105	Unearthly Weapon Focus	Ex	BAB +45*, Uncanny Weapon Focus	You only ever require touch attacks to hit
106	Unearthly Weapon Specialization	Ex	BAB +45*, Uncanny Weapon Specialization	Your critical hit damage becomes your base damage
107	Vexing [Effect]	Su	Cha 70	The effect is luck based
108	Writhing [Effect]	Su	Any non-Good alignment	The effect causes constant hit point damage

*BAB scores above 20 mean Base Attack Bonus (BAB) + Epic Attack Bonus (EAB)

(S) This feat stacks with itself and can be taken an unlimited number of times

NB. In situations where two powers of the same tier (cosmic, transcendental, omnific or whatever) seem to be at odds (always hit versus never get hit, for instance), assume that both powers cancel each other out.

Insert Illustration of Darra using Atomic Blast on Demogorgon.

10. CHIMERICAL (SU)

Simultaneously shapechange into two forms.

Prerequisites: Shapechange, Wis 70.

Benefit: You can combine the powers and abilities of two forms to create a new form. Total hit dice, bonuses (not scores) and special abilities/qualities.

11. CHRONAL [EFFECT] (EX)

You can create effects which age your enemies.

Benefit: The effect ages an opponent 3 months per hit die of the deity.

e.g. A demigod (36 hit die) taking Chronal Blast would automatically age the opponent 12 years.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 118-119), or it applies to the same effect as follows:

Taken twice = **Greater Chronal [Effect]**, original effect doubled.

Taken three times = **Superior Chronal [Effect]**, original effect tripled.

Taken four times = **Perfect Chronal [Effect]**, original effect quadrupled.

Taken five times = **Chronal Mastery**, use any type of chronal effect.

Taken six times = **Uncanny Chronal Mastery**, shape area effects to only target enemies.

12. COGENCY (SU)

Use the smite ability at will.

Prerequisites: Cha 70, Great Smiting.

Benefit: Every attack its treated as if being a smite.

13. COSMIC ARCHITECT (EX)

Create in mere minutes that which takes others weeks or months.

Prerequisites: Divine Architect, Efficient Item Creation, Int 70, Spellcraft 70 Ranks.

Benefit: Your creation times are measured in minutes rather than days.

14. COSMIC CONSCIOUSNESS (SU)

Your senses extend to the edge of the universe.

Prerequisites: Spot 70 Ranks, Wis 70.

Benefit: There is no limit to your sight or hearing. However, your sight is still impeded by physical objects (unless you also have x-ray vision) and your current planar or dimensional boundaries.

15. COSMIC [EFFECT] (SU)

Channel the power of the cosmos to assault your foes.

Benefit: The effect deals d20 divine damage per hit die of the deity.

e.g. An elder one (132 hit die) taking Cosmic Blast would gain a ray attack dealing 33d20 divine damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 108-109), or it applies to the same effect as follows:

Taken twice = **Greater Cosmic [Effect]**, original effect doubled.

Taken three times = **Superior Cosmic [Effect]**, original effect tripled.

Taken four times = **Perfect Cosmic [Effect]**, original effect quadrupled.

Taken five times = **Cosmic Mastery**, use any type of gravitic effect. Only one can be used at a time.

Taken six times = **Uncanny Cosmic Mastery**, shape area effects to only target enemies. You can swop the Uncanny Cosmic Mastery ability for Transcendental [Effect].

16. COSMIC FIRMAMENT (EX)

Within your realm you are supreme.

Prerequisites: Divine Realm.

Benefit: Within your divine realm your divine rank (which manifests as the divinity template's divine bonus) is effectively doubled.

Special: You do not gain any facets of more powerful divinity templates other than the increased divine bonus.

17. COSMIC SERPENT (SU)

Show an opponent the error of their ways.

Prerequisites: Cha 70.

Benefit: You can change an opponents alignment with a mere touch. The opponent makes a Will save (DC 10 + 1/2 deity's hit die + deity's Charisma modifier + deity's divine rank).

18. COSMIC STRING (EX)

You are an innate part of the cosmos.

Prerequisites: Con 70.

Benefit: You can only be permanently destroyed by a being of equal or higher divine status. If your manifestation is destroyed on your home plane by a being of lower divine status, you simply rejuvenate as if you had been killed on a non-native plane.

Special: Sidereals gain this ability for free. If a being with this ability becomes a sidereal allow them to choose another cosmic ability.

19. COSMIC SUPERIMPOSITION (EX)

Steal an opponents grip on reality.

Prerequisites: Sneak Attack 20d6.

Benefit: Whenever you make a successful sneak attack against an opponent you steal one of their portfolios. You can only steal two portfolios at any time.

Stolen portfolios are returned either voluntarily or upon the death of the thief. Many are often held for ransom.

20. COSMIC TOUGHNESS (EX)

You have unearthly durability.

Prerequisites: Con 70 (or Cha 70 for those with no Con score), Divine Toughness, Supreme Toughness.

Benefit: You use d100's for all your hit die.

Special: Sidereals automatically gain this ability, so it is really only useful to Immortal's taken as an esoteric power. If an immortal with this ability later becomes a sidereal, allow them to take another cosmic ability.

21. COUNTER STRIKE (EX)

Retaliation effective immediately.

Prerequisites: Base Attack Bonus +70, True Strike.

Benefit: You can make one extra attack against any opponent who successfully hit you that round. You gain a number of extra attacks against that opponent equal to the number of times they hit you. These attacks happen at the end of the round (after all your opponents have acted).

22. CREATE LEGACY (SU)

Shatter a soul, then animate the shards.

Prerequisites: Create Greater Spawn, Create Spawn, Any Evil alignment, Turn/Rebuke Undead class feature, Wis 70.

Benefit: Instead of creating one undead from a single corpse, you create a number equal to your divine rank. In all other ways this power operates like the Create Spawn ability.

23. CRITICAL MASS (EX)

You can expend all your rage in a single round.

Prerequisites: Rage 20/day.

Benefit: You can expend all your rage for one day in a single round, during which you multiply the benefits of your rage fourfold. After using this ability you can no longer enter a rage (or be magically induced into entering a rage) for twenty-four hours.

24. CURSED BODY (SU)

Curse opponents for getting in your way.

Prerequisites: Cha 70, Divine Aura.

Benefit: Opponents affected by your divine aura suffer a luck penalty to their armor class equal to your divine rank.

Special: The Inner Eye cosmic ability prevents luck penalties.

25. CURSED MIND (SU)

Curse opponents for daring to attack you.

Prerequisites: Cha 70, Divine Aura.

Benefit: Opponents affected by your divine aura suffer a luck penalty to their attack rolls equal to your Charisma modifier.

Special: The Inner Eye cosmic ability prevents luck penalties.

26. CURSED SOUL (SU)

Curse opponents for daring to stand against you.

Prerequisites: Cha 70, Divine Aura.

Benefit: Opponents affected by your divine aura suffer a luck penalty to their saving throws equal to your Charisma modifier.

Special: The Inner Eye cosmic ability prevents luck penalties.

27. DAUNTING BODY (SU)

Crush your opponents will to win.

Prerequisites: Cha 70, Divine Aura, Heavenly Body.

Benefit: Opponents affected by your divine aura suffer a morale penalty to their armor class equal to your divine rank.

28. DAUNTING MIND (EX)

Crush your opponents will to fight.

Prerequisites: Cha 70, Divine Aura, Heavenly Mind.

Benefit: Opponents affected by your divine aura suffer a morale penalty to their attack rolls equal to your Charisma modifier.

29. DAUNTING SOUL (EX)

Crush your opponents will to live.

Prerequisites: Cha 70, Divine Aura, Heavenly Soul.

Benefit: Opponents affected by your divine aura suffer a morale penalty to their saving throws equal to your Charisma modifier.

30. DEGENERATION (SU)

Your very presence causes decay.

Prerequisites: Con 70, Divine Aura, Regeneration.

Benefit: All opponents within your divine aura suffer an amount of damage each round equal to your regeneration score.

31. DIVINE INSPIRATION (EX)

You gain one divine ability which you can change at will.

Prerequisites: Variable

Benefit: You gain a single divine ability, however, once per round as a free action you can change this divine ability to any other. You must still meet the feat prerequisites of any divine ability you chose to benefit from it.

Special: You can gain this ability multiple times and its effects stack. Each time it is taken you gain a new divine ability which can be changed at will.

32. DIVINE NESCIENCE (EX)

You can ignore the parameters others must abide by.

Prerequisites: Int 70.

Benefit: You can ignore the prerequisites of any divine abilities

33. DIVINE PRESENCE (EX)

Your aura can greatly empower your allies.

Prerequisites: Cha 55, Divine Aura.

Benefit: All allies within the radius of your divine aura can gain a divine ability of your choice. The recipients do not need to meet the prerequisites of this divine ability but you do. It also must be a divine ability you already possess. Allies gain the benefit of this divine ability for as long as they remain within range of your divine aura.

Special: You can take this ability multiple times, its effects stack. Each time you take this ability you can bestow another of your divine abilities upon all allies within range of your divine aura.

34. DOMINANCE (SU)

Your sheer prepotency overwhelms your enemies.

Prerequisites: Cha 70.

Benefit: Opponents with less than 1/3 your total hit die automatically fail their saving throws against any of your attacks.

35. DOOMBRINGER (SU)

You can cause foes to re-experience old wounds.

Prerequisites: Cha 70, Perform 70 Ranks, Razor Tongue.

Benefit: With a successful touch attack (requiring a standard action) you can cause a foe to re-experience the greatest pain they ever suffered.

For brevity, you can simply reduce an opponent's maximum hit points by 25%.

This ability cannot affect the same opponent more than once per day.

36. DOPPELGANGER (SU)

You can shapechange into individuals.

Prerequisites: Cha 70, Shapechange, Wis 70.

Benefit: You can duplicate the exact form and abilities of any individual

37. EIGHTH SENSE (EX)

Your senses extend further into the future.

Prerequisites: Dex 70, Seventh Sense, Sixth Sense.

Benefit: You exist one minute in the future.

Special: Slipstream does not negate this ability.

38. ELUSION (EX)

You can use your reflexes to avoid blows.

Prerequisites: Improved Evasion, Reflex save +45.

Benefit: You can make a Reflex saving throw against the opponent's attack roll (attack bonus + d20 result) to avoid it.

39. ENLIGHTENED (SU)

You know all spells.

Prerequisites: Automatic Writing, Divine Wizardry, Int 70, Scribe Scroll, Spellcraft 70 Ranks.

Benefit: You know all spells that have ever been created.

Special: You still need to be of sufficient power to cast a given spell.

40. ENSORCELLED (SU)

You can cast any number of spells per day.

Prerequisites: Cha 70, Divine Sorcery, Spellcraft 70 Ranks.

Benefit: You can cast any number of spells per day.

41. EXCLUSIVITY (SU)

You can only be attacked by one opponent per round.

Prerequisites: Dex 70, Dodge, Hide 70 Ranks, Improved Dodge, Uncanny Dodge.

Benefit: The first opponent to deliver a successful attack against you is the only opponent who can injure you the remainder of that round.

42. EXTRA PORTFOLIO (EX)

You claim an additional portfolio.

Prerequisites: You must perform a Portfolio Test.

Benefit: You gain an additional portfolio.

Special: Typically deities can have no more than two portfolios.

Special: You cannot gain an opposed portfolio.

43. GESTALT (SU)

You can combine your being with others to create an even mightier being greater than the sum of its parts.

Prerequisites: Cha 70.

Benefit: You can combine your quintessence with other willing beings, the new amalgam creature has a divine rank appropriate for a being with that amount of quintessence.

44. GRAVITIC [EFFECT] (SU)

Crush your foes using gravity based effects.

Benefit: This effect obliterates a percentage of the target's maximum hit points as follows:

- *Hand/Immolation Effects* = d10% damage
- *Beam/Breath Effects* = d6% damage
- *Blast/Wrath Effects* = d3% damage
- *Blood/Storm/Strike Effects* = 1% damage

e.g. An old one (160 hit die) taking Superior Gravitic Beam would gain a ray attack dealing 3d6% damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Gravitic [Effect]**, original effect doubled.

Taken three times = **Superior Gravitic [Effect]**, original effect tripled.

Taken four times = **Perfect Gravitic [Effect]**, original effect quadrupled.

Taken five times = **Gravitic Mastery**, use any type of gravitic effect.

Taken six times = **Uncanny Gravitic Mastery**, shape area effects to only target enemies.

45. GREAT BREATH (EX)

You can create life.

Prerequisites: Wis 70.

Benefit: You can create natural creatures who can themselves reproduce (The creation of any races mimics the creation of outsiders, see Table 1-17 on page 17, but remember that the transfer of quintessence is only 10% effective thus to create a 21 Hit Dice being will cost 10,000 QP, not merely 1000 QP).

Normal: Without this ability immortals can only create outsiders.

46. HEAVY ERADICATION (EX)

You can find a weakness in any foe.

Prerequisites: Light Eradication, Moderate Eradication, Str 70.

Benefit: You have a 100% chance of scoring critical hits on those typically immune to critical hits.

47. HYPEROSTOSIS (EX)

Your body is encased in a near impenetrable shell of armored plates.

Prerequisites: Natural Armor bonus must be equal to or greater than your total hit die (see the Carapace, Exoskeleton and Squamous divine abilities).

Benefit: Your natural armor bonus is equal to double your hit die.

Normal: Typically immortal's have natural armor equal to 1/4 hit die.

48. IMPENETRABLE WILL (EX)

Cloud your mind with rage.

Prerequisites: Rage 20/day.

Benefit: Whilst raging you cannot fail Will saving throws.

49. INNER EYE (EX)

You can bend fate to your will.

Prerequisites: Cha 55.

Benefit: You always gain the best dice rolls in any given situation. However, a natural 20 is not an automatic success when using this ability.

50. INNOCENCE (SU)

You are invulnerable until you commit an act of aggression.

Prerequisites: Any Non-evil alignment, Cha 70.

Benefit: You cannot be harmed by any being of an equal or lesser divine status until you yourself attack them.

51. KARMIC [EFFECT] (EX)

Unravel a foe's experiences before its very eyes.

Prerequisites: Wisdom 70.

Benefit: The effect deals d1000 experience points damage per hit die of the deity.

e.g. A greater god (100 hit die) taking Perfect Karmic Blast would gain a blast attack dealing 25d1000 experience points drain.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Karmic [Effect]**, original effect doubled.
Taken three times = **Superior Karmic [Effect]**, original effect tripled.
Taken four times = **Perfect Karmic [Effect]**, original effect quadrupled.
Taken five times = **Karmic Mastery**, use any type of karmic effect.
Taken six times = **Uncanny Karmic Mastery**, shape area effects to only target enemies.

52. LEARNED ABILITY IMMUNITY (EX)

You can adapt to your foe's abilities.

Prerequisites: Int 70, Learned Spell Immunity.

Benefit: You can only be affected by the same ability from the same opponent once. You can lower this defense if you so choose.

53. LEGENDARY [ABILITY SCORE] (EX)

Your [insert ability score] is renowned.

Benefit: One of your ability scores is doubled.

Special: You can gain this ability six times, each time it is taken, it applies to a different ability score.

54. LEGION (SU)

Divide and conquer.

Prerequisites: Con 70.

Benefit: You can separate your manifestation into six avatars.

Special: See the rules for creating avatars on page 24.

55. LORD OF INDIVIDUALITY (EX)

Become a paragon.

Prerequisites: All ability scores at inherent maximums for your race.

The inherent maximum for a race is 13 points greater than the average.

e.g. The inherent maximum for a human is 23 in all ability scores.

Benefit: You gain the Paragon template.

Special: The paragon template can be found within Chapter 5 of the Epic Level Handbook.

56. LORD OF STEEL (EX)

Become a Cimeriel.

Prerequisites: Death Knight Template.

Benefit: You gain the cimeriel template.

Special: The cimeriel template can be found within the Immortals Handbook - Epic Bestiary: Volume 2.

57. LORD OF THE SKULL (EX)

Become a Demilich.

Prerequisites: Lich Template.

Benefit: You gain the demilich template.

Special: The demilich template can be found within Chapter 5 of the Epic Level Handbook.

58. MARTYRDOM (SU)

Your allies would die for you, whether they wish it or not.

Prerequisites: Any Non-Good alignment, Aura of Despair, Cha 70.

Benefit: You suffer half damage from all types of attacks, provided you have some allies (which could also mean summoned creatures) within the range of your aura of despair (or divine aura, whichever is greater). Your allies, suffer the other half of the damage. When determining the damage to allies, those nearest you are affected first.

Any allies who are not charmed, summoned or otherwise controlled in some manner will seek to flee the area.

59. METAMORPH (SU)

Double the power of any shapechanged form you take.

Prerequisites: Shapechange

Benefit: You double all the powers of the assumed form as if you were stacking two creatures to create a new creature.

Special: You can take this ability multiple times and its effects stack. Each time it is taken you double the power of the assumed form. In this case a double-double is a triple.

60. MOLYMORPH (SU)

Mollify those of fixed shape.

Prerequisites: Wildshape 20/day.

Benefit: You are immune to all the extraordinary abilities, including attacks with natural weaponry, of any form you assume.

Special: This does not make you immune to manufactured weapons or to spells or supernatural abilities (such as a dragon's breath).

61. MUSIC OF THE SPHERES (EX)

Your music can be heard the world over.

Prerequisites: Bardic Music class feature, Cha 70, Perform 70 Ranks.

Benefit: Your music can effect everyone on the planet (or planar layer) you currently inhabit.

62. NEBULOUS (EX)

You are wispy and ephemeral.

Prerequisites: Dex 70, Hide 70 Ranks, Self-concealment 50%.

Benefit: You have a 75% chance of being unaffected by any attack that requires an attack roll.

Special: True Seeing reduces the effectiveness of this ability to 50%.

63. NEMESIS (EX)

Channel all your hatred against one foe.

Prerequisites: 10 Favored Enemies.

Benefit: You can choose an individual foe, who must correspond to one of your favored enemy types. Against that foe your favored enemy bonus for that enemy type is magnified tenfold. Once you slay your nemesis, you may choose another.

e.g. Uller (Lesser God, 30th-level Ranger, 15th-level Sniper) might choose Surtur as his nemesis. Against the giant, his favored enemy bonus would be +160 instead of merely +16.

Against blood relatives to your nemesis, this ability functions at half effect (fivefold increased on favored enemies of that type).

Special: You can take this ability multiple times and its effects stack. Each time you take it you gain a new nemesis.

64. NULLIFICATION (SU)

An opponent's abilities mean nothing to you.

Benefit: You can negate all an opponent's feats.

65. NUMINOUS (SU)

Your aura radiates anti-magic.

Prerequisites: Cha 70, Divine Aura.

Benefit: Your divine aura radiates anti-magic which does not impede your own non-epic items and spells.

Special: Anti-magic generally does not work on immortals (see page 26)

66. OBLIQUE STRIKE (SU)

Your strikes are as unexpected as they are unwelcome.

Prerequisites: Cha 70, Divine Aura, Sleight of Hand 70 Ranks.

Benefit: You can strike one creature to deal damage to any other within your divine aura. Only hit point damage is transferred, not any other kind of effect.

Special: With this ability you can attack an opponent with a lower AC to inflict pain on one with a higher AC.

67. PERFECT CRITICAL (EX)

You are adept at striking at your foes most vulnerable spots.

Prerequisites: Base Attack Bonus +45, Greater Critical, Improved Critical, Proficiency with weapon, Superior Critical.

Benefit: Your critical threat range is quintupled. This supersedes and does not stack with the Improved Critical feat. A weapon with an initial threat range of 20 becomes 16-20. A weapon with an initial threat range of 19-20 becomes 11-20. A weapon with an initial threat range of 18-20 becomes 6-20. A weapon with an initial threat range of 17-20 now threatens



(see 70. Perfect Summoning)

on a 2-20.

Special: This effect does not stack with keen or similar weapon special abilities.

68. PERFECT CRITICAL MULTIPLIER (EX)

You can increase the power of your critical hits.

Prerequisites: Base Attack Bonus +45, Epic Weapon Specialization, Greater Weapon Specialization, Improved Critical Multiplier, Str 70, Weapon Specialization.

Benefit: You can increase the power of your critical hits. If the weapons critical multiplier was originally x2 it becomes x6. If the weapons critical multiplier was originally x3 it becomes x11. If the weapons critical multiplier was originally x4 it becomes x16.

69. PERFECT SMITING (SU)

You truly exemplify your beliefs.

Prerequisites: Cha 70, Great Smiting, Smite class feature, Superior Smiting.

Benefit: Your smiting damage is increased tenfold.

Special: This ability overlaps with Superior Smiting, it does not stack with it.

70. PERFECT SUMMONING (EX)

You always summon the most powerful creatures of each race.

Prerequisites: Augmented Summoning, Improved Summoning, Superior Summoning.

Benefit: You can summon creatures with 200% (round fractions down) more hit dice than usual. So instead of summoning a typical monster you would always summon a fully advanced monster.

e.g. If you were to cast *summon monster IX*, and summoned a couatl, it would have 27 hit dice (instead of only 9 hit dice).

As with Superior Summoning divine ability, this only applies to generic

monsters, not specific individuals. It does not increase a monsters hit dice, it merely summons monsters with greater hit dice.

Special: This ability overlaps with the Superior Summoning divine ability, it does not stack with it.

As with Superior Summoning divine ability, this only applies to generic monsters, not specific individuals. It does not increase a monster's hit dice, it merely summons (advanced) monsters with greater than average hit dice.

e.g. If you made a pact with a specific Pit Fiend named Sharkon (18 hit dice) and gated him in, he would still have 18 hit dice (not 54 hit dice).

71. PSYCHOMETRY (EX)

You can size up an opponent with a glance.

Prerequisites: Int 70, Spot 70 Ranks.

Benefit: You can perfectly gauge your opponents power.

Special: The GM can allow this PC to see the stats for other PCs or NPCs.

72. PUGNACIOUS (SU)

You are beyond resilient.

Prerequisites: Damage Reduction, Perfect Damage Reduction, Str 70.

Benefit: Your damage reduction is doubled.

73. QUIVERING SKIN (SU)

You can channel the quivering palm technique through your whole body.

Prerequisites: Greater Quivering Palm, Perfect Quivering Palm, Quivering Palm, class feature, Superior Quivering Palm, Wis 70.

Benefit: Anyone striking you in melee must make a Fortitude save (DC 10 + 1/2 deity's hit die + deity's Wisdom modifier + deity's divine rank) or suffer the effects as if they had just been hit by the quivering palm attack.

Special: The vibrational frequencies of the quivering palm attack can be conducted through the opponents weapons.

74. QUIXOTIC (EX)

You are blessed by lady luck.

Prerequisites: Cha 70.

Benefit: You can re-roll any dice roll. You can only re-roll a given dice roll once.

75. REDIVIVUS (SU)

Summon your foes worst nightmare from beyond the grave.

Prerequisites: Ability to cast *True Resurrection*, Turn/Rebuke Undead class feature, Wis 70.

Benefit: You can summon your enemies greatest nemesis from beyond the grave. The foe is summoned for one round per hit die of the deity.

76. REPLICATE (EX)

Use an opponents power against them.

Prerequisites: Bardic Music class feature, Cha 70, Mime Ability, Mime Ability Score, Mime Spell, Perform 70 Ranks.

Benefit: You can replicate any one ability you have encountered. Unlike the various Mime abilities you do not need to be in the presence of the being you are mimicking to use the ability. You can do so at any time.

Special: You can choose this ability multiple times and its effects stack. Each time you take it you can replicate another ability.

77. ROTTING [EFFECT] (EX)

Affect your enemies with a wasting disease.

Benefit: The effect deals 1 point of ability drain per **ten** hit die of the deity and this ability damage repeats itself for a number of additional rounds equal to the deities divine rank. A *wish* or *miracle* spell can stop the rot.

e.g. A greater deity (100 hit die) taking Rotting Hand would gain a touch attack dealing 3 points of ability drain in the first round and repeating for the following sixteen rounds.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Rotting [Effect]**, original effect doubled.

Taken three times = **Superior Rotting [Effect]**, original effect tripled.

Taken four times = **Perfect Rotting [Effect]**, original effect quadrupled.

Taken five times = **Rotting Mastery**, use any type of rotting effect.

Taken six times = **Uncanny Rotting Mastery**, shape area effects to only target enemies.

78. SANCTITY (SU)

You are the holiest of holies.

Prerequisites: Any Good alignment (see Special below), Planar Turning, Turn Undead class feature, Wis 70.

Benefit: You can turn any evil being as if they were undead.

Normal: Typically you can only turn undead.

Special: Divine spellcasters of different alignments can take this ability. In such cases feel free to rename the ability as follows:

- *Anarchist:* Chaotic-aligned divine spellcaster.
- *Justification:* Lawful-aligned divine spellcaster.
- *Profanity:* Evil-aligned divine spellcaster.

79. SHROUD OF DEATH (EX)

Envelop your enemies with the sleep eternal.

Prerequisites: Divine Aura, Turn/Rebuke Undead class feature, Wis 70.

Benefit: Enemies within your divine aura must make a Fortitude save (DC 10 + 1/2 deity's hit die + deity's Charisma modifier + deity's divine rank) or die. The save must be repeated every round they remain within the area covered by your divine aura.

80. SIPHONING [EFFECT] (EX)

Drain the divinity from your foes.

Benefit: The effect drains 1d100 points of quintessence from the target per hit die of the deity.

e.g. A greater deity (100 Hit Die) taking Siphoning Beam would gain a ray attack stealing 25d100 points of quintessence.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Siphoning [Effect]**, original effect doubled.

Taken three times = **Superior Siphoning [Effect]**, original effect tripled.

Taken four times = **Perfect Siphoning [Effect]**, original effect quadrupled.

Taken five times = **Siphoning Mastery**, use any type of siphoning effect.

Taken six times = **Uncanny Siphoning Mastery**, shape area effects to only target enemies.

81. SLIPSTREAM (SU)

You exist within your own time stream

Prerequisites: Dex 70.

Benefit: You are unaffected by temporal effects (such as *slow* or *temporal stasis*), you cannot be undermined by time travel (someone cannot go back to your past and simply kill you as an infant for instance). If you are within the area of a *time stop* spell then you gain access to the additional rounds.

Special: This does not defend against the mercurial or time dilation abilities.

82. SNEAKY CRITICAL (EX)

You can inflict pain as no other.

Prerequisites: Divine Sneak Attack, Sneak Attack 20d6.

Benefit: Your sneak attack damage is multiplied when you score a critical hit.

Normal: Typically sneak attack damage is not multiplied when you score a critical hit.

Special: Targets must still be vulnerable to critical hits, although the Divine Sneak Attack ability would still deal half damage to a target that was invulnerable to critical hits.

83. SONIFEROUS (SU)

Unlock the hidden power of ancient artifacts.

Prerequisites: Int 70.

Benefit: The power of one artifact you wield is doubled. Thus, enhancement bonuses will be doubled, as will all numerical facets of the item. This ability does not create new powers within a magic item, it only augments existing ones.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different weapon, or it can multiply the power of the same weapon even further, in this case a double-double is a triple.

84. SPECULAR (SU)

Opponents experience your pain.

Prerequisites: Cha 70.

Benefit: Anyone striking you in combat suffers an amount of damage equal to the damage you felt. They do not gain their damage reduction against this damage, but it only applies to the damage you suffered after your damage reduction is applied.

Appearance: Beings with this ability have silver, chrome-like skin.

85. SPELL AMPLIFICATION (SU)

Send a spell back with interest.

Prerequisites: Automatic Spell Capacity, Spell Reflection, Spell Resistance 70.

Benefit: Whenever you reflect a spell (as per the Spell Reflection divine ability) you can add your Automatic Spell Capacity feats to the effect to augment the power of the spell as you see fit.

86. SPELL DISSOLUTION (SU)

Use the raw energy of a spell to bolster your physical attacks.

Prerequisites: Spellcraft 70 Ranks.

Benefit: Once per round as a free action you can expend a spell to add its effect to a physical attack. If an area effect spell is used, only the target struck is affected by the spell.

e.g. Darra makes a melee attack against her opponent, but also expends a *hellball* epic spell in the process. If she hits, she deals her normal damage plus the *hellball* damage to that target only.

You must announce that you are expending a spell before you make the attack. If the attack misses you still lose that spell slot.

Special: You can gain this ability multiple times and its effects stack. Each time it is taken you can add a spell's damage to one more attack that round.

87. SPIRITED AWAY (SU)

You are saved at the moment of your defeat.

Prerequisites: Cha 40.

Benefit: Just before you are struck by a spell or blow that would destroy you, you are plane shifted back to your home plane.

Special: This ability has no effect if you are fighting on your home plane when the telling blow is struck.

88. SPIRIT STEALER (SU)

Absorb all an immortal's quintessence.

Prerequisites: Dex 70, Sleight of Hand 70 Ranks.

Benefit: Whenever you slay another immortal, you gain 100% of its quintessence. If this victory is divided between multiple protagonists, then you only gain a full share, whereas those without this ability gain 10% of a full share.

Normal: Typically you only gain 10% of a slain immortal's quintessence.

89. STARSTRUCK (EX)

You have been touched by the Far Place.

Prerequisites: Moonstruck, Wildshape class feature, Wis 70.

Benefit: You gain the pseudonatural template.

Special: The Pseudonatural Template can be found in Chapter 5 of the Epic Level Handbook.

Appearance: Your manifestation becomes alien, with multiple tentacles, random barbs, eyes, mouths and suckers.

90. STORM OF ARROWS (EX)

Create a storm of arrows that can blot out the sun.

Prerequisites: Dex 70, Hail of Arrows, Swarm of Arrows.

Benefit: As a full attack action you can make one missile attack against each target within range.

91. SUPERSONIC (EX)

You are faster than a speeding arrow.

Prerequisites: Dex 70.

Benefit: Your movement speed increases to the speed of sound (6710 ft. = 1342 squares) or increases tenfold, whichever gives greater results.

92. SWARM SHAPE (EX)

Become a swarm.

Prerequisites: Wildshape 20/day, Wis 70.

Benefit: You gain the (fine/diminutive size) swarm traits.

Special: The Swarm Traits can be found in the Monster Manual.

Appearance: Your manifestation is composed of thousands upon thousands of insects.

93. TALISMANIC EFFECT (SU)

Channel effects through items of power.

Prerequisites: Use Magic Device 70 Ranks.

Benefit: You can channel effect based abilities through magic items and add the items enhancement bonus to the deities hit die, for the purpose of determining the power of the effect.

94. THELEMIC DAMAGE INDUCTION (SU)

Fate divorces you from reality.

Prerequisites: Perfect Damage Reduction.

Benefit: You are only affected by every other attack.

Special: This ability can be gained multiple times and its effects stack, each time it is taken, you automatically avoid another attack.

e.g. Taken twice, you are only affected by every third attack. Taken three times, you are only affected by every fourth attack, etc.

95. THELEMIC [EFFECT] (SU)

You have a chance of erasing an opponent from reality.

Prerequisites: Any Neutral alignment.

Benefit: The effect causes damage as follows:

- *Hand/Immolation Effects* = destroys targets whose hit die are a multiple of 8.
- *Beam/Breath Effects* = destroys targets whose hit die are a multiple of 10.
- *Blast/Wrath Effects* = destroys targets whose hit die are a multiple of 12.
- *Blood/Storm/Strike Effects* = destroys targets whose hit die are a multiple of 20.

e.g. A greater god taking Thelemic Beam would gain a ray attack which could destroy any opponent whose hit die was a multiple of 10 (10, 20, 30, 40 etc.).

There is no save against this attack. However, abilities such as Cosmic Stray may still apply.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Thelemic [Effect]**, original effect multiple reduced by one.

Taken three times = **Superior Thelemic [Effect]**, original effect multiple reduced by two.

Taken four times = **Perfect Thelemic [Effect]**, original effect multiple reduced by three.

e.g. Perfect Thelemic Hand would erase targets whose hit die were a multiple of 5 instead of 8. Perfect Thelemic Beam would erase targets whose hit die were a multiple of 7 instead of 10.

Taken five times = **Thelemic Mastery**, use any type of thelemic effect.

Taken six times = **Uncanny Thelemic Mastery**, shape area effects to only target enemies.

96. THRALLDOM (SU)

The souls of the vanquished are bound to your will.

Prerequisites: Cha 70, Create Greater Spawn, Create Spawn.

Benefit: You gain any single vanquished enemy as a zombie thrall. The former enemy still has all the abilities, levels and skills it had in life (including divine rank).

You must have defeated the enemy personally, with no interference from others (except monsters you yourself personally summoned).

Special: You can gain this ability multiple times and its effects stack. Each time you take it you gain another zombie thrall.

97. TIME DILATION (EX)

Time warps around you.

Prerequisites: Dex 70 **or** 2 or more faces/heads (See the Abnormality divine ability).

Benefit: You can take twice as many actions during the round than usual.

Special: You can take this ability multiple times, its effects stack. Each time you take this ability you gain an additional round of actions. Those with a dexterity score less than 70 must have one additional face/head for every time they take this ability.

e.g. An elder one who chose this ability three times must have four faces/heads.

98. TOTAL [ABILITY SCORE] (SU)

You feed off the [insert ability score] of your opponent.

Benefit: You can choose any single ability score. From then on, you can choose any single opponent within sight and gain a bonus to that ability score equal to their ability score.

Special: This ability is **not** doubled by Legendary [Ability Score].

99. TRANSMOGRIFY (SU)

The greater your rage, the bigger you become.

Prerequisites: Divine Immensity, Rage 20/day, Unbridled Rage.

Benefit: You grow one size category each round you are enraged.

Special: This ability replaces unbridled Rage. Instead of gaining +2 to strength and Constitution each round, you instead gain +10 to strength, +4 to Con and -2 to Dex (Dexterity cannot be reduced below 10 in this manner).

100. UNCANNY SMITING (SU)

Your power chastises all.

Prerequisites: Great Smiting, Smite class feature, Superior Smiting.

Benefit: Your smiting damage can injure creatures of any alignment

different to your own.

Special: The Apostasy cosmic ability makes you immune to alignment based attacks such as smiting.

101. UNDERHANDED (EX)

You no longer need to sneak to make a sneak attack.

Prerequisites: Sneak Attack 20d6.

Benefit: You add your sneak attack damage to every successful hit.

Normal: Typically an attack must catch a target flatfooted to deal sneak attack damage.

Special: Targets must still be vulnerable to critical hits, although the Divine Sneak Attack ability would still deal half damage to a target that was invulnerable to critical hits.

102. UNEARTHLY COMBAT EXPERTISE (EX)

Your ability to parry blows is unearthly.

Prerequisites: Combat Expertise, Combat Mastery, Dex 70, Superior Combat Expertise.

Benefit: For every point of base attack bonus you expend, you gain a +4 bonus to armor class.

Normal: Typically Combat Expertise allows you to trade 1 point of base attack bonus to add one point of damage.

103. UNEARTHLY MANYSHOT (EX)

Your skill with the bow is unearthly.

Prerequisites: Dex 70, Improved Manyshot, Manyshot.

Benefit: As part of a full attack action you can substitute one normal shot with a manyshot.

Normal: Typically you can only use Manyshot once per round on its own.

Special: You can gain this ability multiple times and its effects stack. Each time you take it you can substitute an additional shot as part of a full round action with a manyshot.

104. UNEARTHLY POWER ATTACK (EX)

Your blows are ferociously savage.

Prerequisites: Improved Power Attack, Power Attack, Power Attack Mastery, Str 70, Superior Power Attack.

Benefit: For every point of base attack bonus you expend, you gain a +4 bonus to damage.

Normal: Typically Power Attack allows you to trade 1 point of base attack bonus to add 1 point of damage.

Special: If you attack with a two-handed weapon, or a one-handed weapon wielded in two hands, instead add 6 times the number subtracted from your attack rolls.

105. UNEARTHLY WEAPON FOCUS (EX)

Your fighting skill is legendary.

Prerequisites: Base Attack Bonus +70, Epic Weapon Focus, Greater Weapon Focus, Uncanny Weapon Focus, Weapon Focus.

Benefit: You need only make touch attacks to inflict full damage upon your opponents.

Normal: Typically you need make a successful attack against your opponent's Armor Class.

106. UNEARTHLY WEAPON SPECIALIZATION (EX)

Your power is unearthly.

Prerequisites: Base Attack Bonus +70, Epic Weapon Focus, Epic Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, Uncanny Weapon Focus, Uncanny Weapon Specialization, Weapon Focus, Weapon Specialization.

Benefit: Your damage is multiplied by your critical damage multiplier. If you subsequently score a critical hit you further multiply the damage. In such cases a double-double is a quadruple.

e.g. A warrior god with this ability wields a great axe which deals x3 damage on a critical hit. The god's damage with the weapon is now x3 and when he scores a critical hit he deals x9 damage (3 x 3).

Special: This ability does stack with the various critical multiplier chain of abilities (Greater Critical Multiplier, Improved Critical Multiplier, Perfect Critical Multiplier and Superior Critical Multiplier).

Normal: Typically you need to score a critical hit to have the damage multiplied by your critical hit multiplier.

107. VEXING [EFFECT] (SU)

The effect curses your enemies.

Prerequisites: Cha 70.

Benefit: The effect curses the target for a -1 luck penalty for every six hit die of the deity. Victims can only suffer one luck penalty at a time.

e.g. A greater deity (100 hit die) taking Vexing Hand making a successful touch attack upon an opponent would curse them for a -6 luck penalty on all dice rolls.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Vexing [Effect]**, original effect doubled.

Taken three times = **Superior Vexing [Effect]**, original effect tripled.

Taken four times = **Perfect Vexing [Effect]**, original effect quadrupled.

Taken five times = **Vexing Mastery**, use any type of vexing effect.

Taken six times = **Uncanny Vexing Mastery**, shape area effects to only target enemies.

108. WRITHING [EFFECT] (SU)

Cause your foes to writhe in agony.

Prerequisites: Any Evil alignment.

Benefit: The effect causes 1d6 divine damage per hit die of the deity, the damage repeating for a number of rounds equal to the immortal's divine rank.

e.g. A greater deity (Divine Rank 16, 100 hit die) taking Writhing Breath would deal 25d6 divine damage (save for half) to all caught in the area of effect. This damage would be repeated for an additional 16 rounds.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Writhing [Effect]**, original effect doubled.

Taken three times = **Superior Writhing [Effect]**, original effect tripled.

Taken four times = **Perfect Writhing [Effect]**, original effect quadrupled.

Taken five times = **Writhing Mastery**, use any type of writhing effect.

Taken six times = **Uncanny Writhing Mastery**, shape area effects to only target enemies. You can swap the Uncanny Writhing Mastery ability for Ultima [Effect].

TABLE 4-15: CHOOSING COSMIC ABILITIES FOR YOUR CHARACTER

Ability Score	Cosmic Abilities
Charisma	Legendary Charisma, Total Charisma
Constitution	Legendary Constitution, Total Constitution
Dexterity	Legendary Dexterity, Total Dexterity
Intelligence	Legendary Intelligence, Total Intelligence
Strength	Legendary Strength, Total Strength
Wisdom	Legendary Wisdom, Total Wisdom

Class	Cosmic Abilities
Barbarian	Critical Mass, Impenetrable Will, Transmogrify
Bard	Authority, Music of the Spheres, Replicate
Cleric	Sanctity (good), Shroud of Death (evil)
Druid	Chimerical, Doppelganger, Metamorph, Molymorph
Fighter	Counterstrike, Unearthly Weapon Specialization
Monk	Quivering Skin
Paladin	Cogency, Innocence, Perfect Smiting, Uncanny Smiting
Ranger	Nemesis
Rogue	Cosmic Superimposition, Sneaky Critical, Spirit Stealer, Underhanded
Sorcerer	Ensorcelled
Wizard	Enlightenment
Archer	Storm of Arrows

Skill	Cosmic Abilities
Aura	-
Damage Reduction	Pugnacious
Natural Armor	Hyperostosis
Spell Resistance	Spell Amplification

TRANSCENDENTAL ABILITIES

TABLE 4-16: TRANSCENDENTAL ABILITIES

#	Transcendental Ability Name	Ex/Su	Prerequisites	Benefit
1	Anti-Matter [Effect]	Su	-	The effect causes d100 antimatter based damage
2	Astro [Effect]	Su	-	Effect has a chance to erase the being from history
3	Cosmic Inspiration (S)	Su	-	You can gain a single changeable cosmic ability
4	Cosmic Nescience	Ex	Cha 70	Ignore the prerequisites for any Cosmic abilities
5	Cosmic Presence (S)	Su	Cha 130, Divine Aura	Allies within your aura gain a cosmic ability
6	Dead Zone	Su	Divine Aura, Numinous	You can create a zone of dead-magic that does not impede you
7	Digestio	Su	Con 130, or special	Gain all the abilities of any victims you slay
8	Divine Nullification	Su	Abrogate, Cha 130	You negate all an opponents cosmic and divine abilities
9	Edifying Presence	Su	Cha 130, Divine Aura	Your very presence can force an alignment change
10	Enhanced Damage Induction	Su	Perfect Damage Reduction	You are only affected by a weapons enhancement bonus
11	Equilibrium	Ex	Wis 130	All ability scores match your highest ability score
12	Evil Eye	Su	Inner Eye, Wis 130	Enemies use worst possible dice rolls when challenging you
13	Greater Dominance	Su	Dominance	Foes with less than 1/2 your hit die automatically fail their saves
14	Intrinsic	Su	3 Portfolios or more	You gain access to all Portfolios
15	Interdimensional	Su	Dex 130, Nebulous	You have a 75% chance of avoiding any attack or spell
16	Invincibility	Su	Fortitude save +130	You can avoid damage by making a fortitude save
17	Learned Weapon Immunity	Ex	Learned Ability Immunity	You can adapt to an opponents weapons
18	Lord of Individuality	Ex	Paragon Template, plus special (see text)	You gain the Amidah Template
19	Lord of Shadows	Ex	Demilich Template	You gain the Akalich Template
20	Lord of the Flesh	Ex	Nosferatu Template	You gain the Welkin Template
21	Multidimensional (S)	Su	Dex 130	You can exist in two places at once
22	Natural Damage Induction	Su	Perfect Damage Reduction	You can only be harmed by non-magical weapons
23	Ninth Sense	Su	Dex 130, Eighth Sense	Your senses extend a day into the future
24	Omega [Effect]	Su	-	The effect causes permanent hit die damage
25	Orichalcum Body	Ex	Orichalcum body, Wis 130	Your weight increases ten million-fold
26	Paradox	Var.	Perfect Summoning	You can summon a duplicate of an opponent to fight for you
27	Perfect Defence	Ex	AC 130, Dex 130	You cannot be hit
28	Polymath	Ex	All ability scores 70	Your class levels can be changed at will
29	Quivering Aura	Ex	Quivering Skin, Wis 130	Enemies within your aura explode
30	Rectify	Su	Astro [Effect]	Anyone slain by you is completely erased from ever existing
31	Sophism	Su	Will save +130	You can ignore any attack by simply disbelieving it
32	Sunstruck	Su	Starstruck, Wis 130	You gain the Helioedes Template
33	Superluminal	Ex	Dex 130, Supersonic	You can move at the speed of light
34	Supremacy	Su	Cha 130, Replicate	You gain an opponents power on top of your own
35	Transattack Period	Ex	BAB +130*, Mercurial	Your attacks double each round
36	Transcendental Architect	Su	Cosmic Architect, Int 130	Creation times measured in seconds
37	Transcendental [Effect]	Su	-	The effect causes d100 divine damage per die
38	Transcendental Toughness	Su	Cosmic Toughness	Hit Die become d1000s
39	Transcorporeality	Su	-	There is only one weapon in the universe than can affect you
40	Transgenic	Ex	-	You gain the powers of whatever kills you
41	Transilient Fortitude	Ex	Fortitude +130	You always succeed in Fortitude saves
42	Transilient Reflexes	Ex	Reflexes +130	You always succeed in Reflex saves
43	Transilient Will	Ex	Will +130	You always succeed in Will saves
44	Transmigration	Su	Spirited Away	If destroyed your spirit inhabits its slayers body
45	Transmortality	Ex	Con 130	You cannot be permanently destroyed
46	Transmute	Su	-	You can transmute one object into any other
47	Transpersonal	Su	Cha 130, Specular	An attack that affects you also affects all opponents
48	Transtemporal	Su	Dex 130, Time Dilation	You can travel freely in time and gain triple actions
49	Transversal	Su	Dex 130	You can attack any target you can perceive
50	Ultima [Effect]	Su	-	The effect causes repeated d20 divine damage
51	Ultimate Combat Expertise	Su	Combat Expertise, Dex 130	Trade one point of BAB for eight points of AC
52	Ultimate Power Attack	Su	Power Attack, Str 130	Trade one point of BAB for eight points of Damage
53	Ultimate Weapon Focus	Ex	BAB +130*, Unearthly Weapon Focus	You never miss
54	Ultimate Weapon Specialization	Ex	BAB +130*, Unearthly Weapon Specialization, Str 130	You gain one attack for every 5 points of BAB

*BAB scores above 20 mean Base Attack Bonus (BAB) + Epic Attack Bonus (EAB)

(S) This feat stacks with itself and can be taken an unlimited number of times

NB. In situations where two powers of the same tier (cosmic, transcendental, omnific or whatever) seem to be at odds (always hit versus never get hit, for instance), assume that both powers cancel each other out.

Insert illustration of anti-matter breath in action

TRANSCENDENTAL ABILITIES

1. ANTI-MATTER [EFFECT] (SU)

You can create antimatter based effects.

Benefit: The effect deals d100 damage per hit die, but you use the opponents Hit Die, not yours, for determining the number of dice.

e.g. A First One (250 hit die) using Anti-Matter Breath on an Old One (180 hit die) would deal 45d100 damage. If a greater deity (118 Hit Dice) was also caught within the effect it would only suffer 28d100 damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Anti-Matter [Effect]**, original effect doubled.

Taken three times = **Superior Anti-Matter [Effect]**, original effect tripled.

Taken four times = **Perfect Anti-Matter [Effect]**, original effect quadrupled.

Taken five times = **Anti-Matter Mastery**, use any type of antimatter effect.

Taken six times = **Uncanny Anti-Matter Mastery**, shape area effects to only target enemies.

2. ASTRO [EFFECT] (SU)

You can create effects which can erase an opponent from reality.

Benefit: The effect causes damage as follows:

- *Hand/Immolation Effects* = 50% chance of destruction (1 in 2).
- *Beam/Breath Effects* = 25% chance of destruction (1 in 4).

- *Blast/Wrath Effects* = 12.5% chance of destruction (1 in 8).
- *Blood/Storm/Strike Effects* = 5% chance of destruction (1 in 20).

e.g. A Time Lord with Astro Breath would gain a breath weapon that would have a 1 in 4 chance of erasing all those caught within the area of effect.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Astro [Effect]**, roll twice.

Taken three times = **Superior Astro [Effect]**, roll three times.

Taken four times = **Perfect Astro [Effect]**, roll four times.

Taken five times = **Astro Mastery**, use any type of astro effect.

Taken six times = **Uncanny Astro Mastery**, shape area effects to only target enemies.

3. COSMIC INSPIRATION (EX)

You prefer to keep your options open.

Benefit: You can gain a single changeable cosmic ability.

4. COSMIC NESCIENCE (SU)

Ignorance is bliss.

Prerequisites: Cha 70.

Benefit: You can ignore the prerequisites for any cosmic abilities.

5. COSMIC PRESENCE (SU)

Your presence is an inspiration to your allies.

Prerequisites: Cha 130, Divine Aura.

Benefit: A number of allies within your divine aura equal to your divine rank gain a cosmic ability.

6. DEAD ZONE (SU)

Annul magic.

Prerequisites: Divine Aura, Numinous, Spellcraft 130 Ranks.

Benefit: Your aura radiates a Dead Magic effect that does not inhibit your items or those of your allies.

Special: Dead Magic is more powerful than Anti-magic and will temporarily nullify even artifacts.

7. DIGESTIO (SU)

Absorb your opponents strengths by consuming their bodies.

Prerequisites: Assimilate, Con 130 (or Cha 130 for those with no Con score).

Benefit: You gain all aspects of a defeated opponent that are more powerful than what you yourself already possess. You must have personally defeated the opponent (you must be the sole beneficiary of any EXP gained from the opponents defeat for this power to take effect). This assimilation can include ability scores:

e.g. If you defeat an opponent with a higher strength score than yourself, you gain its strength score.

It also includes Hit Dice (only the amount of Hit Dice is pertinent, not the type). If the opponent had more Hit Dice than you, your Hit Dice increases to its Hit Dice.

e.g. If an old one with 200 Hit Dice defeats a first one with 300 Hit Dice, then the old one would now have 300 Hit Dice.

Lastly it includes powers and abilities. But you can only gain powers and abilities that would be considered esoteric for your character.

e.g. If you are immortal, you would gain all the vanquished opponent's cosmic abilities or better. If you are sidereal, you would gain all the defeated enemies transcendental and omnific abilities. If you are an eternal, you would gain all an opponent's omnific abilities.

Special: In the likely event of any ambiguity over what exactly is gained, the GM has the final say.

8. DIVINE NULLIFICATION (SU)

Nullify all but an opponents most powerful abilities.

Prerequisites: Abrogate, Alter Reality, Cha 130.

Benefit: Your aura nullifies an enemies divine abilities.

9. EDIFYING PRESENCE (SU)

Others follow your example.

Prerequisites: Cha 130, Cosmic Serpent, Divine Aura.

Benefit: You can change the alignment of anyone within your divine aura.

Special: Opponents with the Apostasy ability are immune to having their alignment tampered with.

10. ENCHANTED DAMAGE INDUCTION (SU)

Only the inherent power of a creature or object can hurt you.

Prerequisites: Perfect Damage Reduction, Spellcraft 130 Ranks.

Benefit: You are immune to all damage except enhancement bonuses. The natural attacks of supernatural creatures (any creature with an innate supernatural ability) deal one point of enhancement bonus per 4 hit die of the creature.

Special: You no longer benefit from any Damage Reduction.

11. EQUILIBRIUM (EX)

You attain mental and physical equilibrium.

Prerequisites: Any Lawful alignment, Wis 130.

Benefit: All your ability scores are equal to your highest ability score.

Special: Any subsequent ability that would increase one ability score increases them all. However, that does not apply to magic items.

12. EVIL EYE (SU)

You can twist fate.

Prerequisites: Inner Eye, Wis 130.

Benefit: All enemies within your divine aura gain the worst possible dice results for all rolls. However, a natural '1' is no longer an automatic failure in such cases.

Special: Anyone with the Inner Eye ability is immune to this ability.

13. GREATER DOMINANCE (SU)

Weaker foes crumble before your might.

Prerequisites: Cha 130, Dominance.

Benefit: Opponents with less than 1/2 your hit die automatically fail their saving throws against any of your attacks.

14. INTRINSIC (EX)

You are an intrinsic part of the universe.

Prerequisites: Three Portfolios or more (see the Extra Portfolio cosmic ability).

Benefit: You can change your existing portfolios to any other portfolios.

15. INTERDIMENSIONAL (EX)

You can slip between the cracks in the dimensions.

Prerequisites: Dex 130, Nebulous.

Benefit: You have a 75% (3/4) chance of avoiding any attack (physical, magical or other).

Special: This ability can be combined with the Incorporeal traits to give you an 87.5 (7/8) chance of avoiding any attack.

16. INVINCIBILITY (SU)

Turn aside blows that would fell others.

Prerequisites: Fortitude +130.

Benefit: You can make a Fortitude save to avoid damage from any source. The DC is equal to the damage itself.

17. LEARNED WEAPON IMMUNITY (SU)

You can adapt to an opponents weapon.

Prerequisites: Int 130, Learned Ability Immunity, Learned Spell Immunity, Use Magic Device 130 Ranks.

Benefit: After a single round of exposure to a given weapon (during which time you must be wounded by it at least once) that weapon can no longer affect you. You can lower this defense if you so choose.

18. LORD OF INDIVIDUALITY (EX)

You are unique within the universe, a paragon of paragons.

Prerequisites: 72 Divine Ability Slots (equivalent to two Transcendental Abilities), Paragon Template.

Benefit: You gain the Amidah template.

Special: Only one being from a given universe can possess the Amidah template at any one time.

The Amidah is detailed within the Immortals Handbook - Epic Bestiary: Volume One.

19. LORD OF SHADOWS (EX)

You become a devourer of immortals.

Prerequisites: Demilich Template.

Benefit: You gain the Akalich template.

Special: The Akalich is detailed within the Immortals Handbook - Epic Bestiary: Volume One.

20. LORD OF THE FLESH (EX)

You become one of the everlasting.

Prerequisites: Hunefer Template.

Benefit: You gain the Welkin template.

Special: The Welkin will be detailed within a later Immortals Handbook supplement.

21. MULTIDIMENSIONAL (EX)

You can exist in two places at once.

Prerequisites: Dex 130.

Benefit: You gain an additional manifestation.

Special: This ability can be taken multiple times and its effects stack. Each time it is taken you gain an additional manifestation.

22. NATURAL DAMAGE INDUCTION (SU)

Shrug off attacks from magical weapons.

Prerequisites: Perfect Damage Reduction.

Benefit: You are immune to all damage except natural attacks.

Special: You no longer benefit from any Damage Reduction.

23. NINTH SENSE (EX)

Know what your enemy will do before he does.

Prerequisites: Alertness, Dex 130, Eighth Sense, Seventh Sense, Sixth Sense.

Benefit: You exist one day into the future.

Special: Slipstream is no defence against this ability.

24. OMEGA [EFFECT] (EX)

You can create effects which permanently obliterate parts of the enemy.

Benefit: The effect permanently destroys 1 hit die per hit die of the deity.

e.g. A Demiurge (500 hit die) taking Omega Beam would permanently obliterate 125 hit dice or levels of any target struck by the beam.

Hit Dice or levels that are permanently destroyed can only be rejuvenated by a transfusion of the appropriate amount of experience points.

In cases where the victims have hit dice or multiple classes, the omega effect destroys the most recently gained first.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Omega [Effect]**, original effect doubled.

Taken three times = **Superior Omega [Effect]**, original effect tripled.

Taken four times = **Perfect Omega [Effect]**, original effect quadrupled.

Taken five times = **Omega Mastery**, use any type of omega effect.

Taken six times = **Uncanny Omega Mastery**, shape area effects to only target enemies.

25. ORICHALCUM BODY (EX)

Your body turns to orichalcum, a super-dense star metal.

Prerequisites: Adamantine Body, Construct traits (see the Ersatz divine ability), Iron Body.

Benefit: Your weight is increased ten million-fold.

Benefit: Your body becomes orichalcum. Your weight increases ten million-fold. Your strength increases by +232 (Which will gain you at least fifteen virtual size categories; meaning your natural attacks deal base damage as if fifteen size categories bigger, in other words multiply the base damage dice by 192). You can add 100/- to your damage reduction. You also add +152 to your natural armor bonus. Your unarmed attacks automatically treat an opponents damage reduction as if it was 100 points less. Your dexterity is reduced by 46 (although this penalty cannot reduce your dexterity score below 10).

Special: Both the damage reduction and the natural armor bonus stack with existing damage reduction and natural armor.

This ability overlaps with Adamantine Body and Iron Body, it does not stack with those abilities.

26. PARADOX (SU)

Make an opponent face himself in battle.

Prerequisites: Dex 130.

Benefit: You can summon a duplicate of your opponent to fight for

you. The duplicate remains for a number of rounds equal to your hit die..

Special: You can take this ability multiple times and its effects stack. Each time it is taken you can summon an additional duplicate. This ability does not work in tandem with the Improved Summoning, Superior Summoning and Perfect Summoning abilities, as they only work on generic creatures rather than individuals.

27. PERFECT DEFENCE (EX)

You cannot be struck.

Prerequisites: AC 130, Dex 130.

Benefit: Attack rolls against you always fail.

Special: This ability is cancelled out by the Ultimate Weapon Focus transcendental ability. The Oblique Strike cosmic ability would also bypass this defence.

28. POLYMATH (EX)

You are a pansophic prodigy.

Prerequisites: All ability scores 70.

Benefit: Once per round as a free action you can change your class levels to any other class.

29. QUIVERING AURA (SU)

Your aura can cause opponents to explode.

Prerequisites: Divine Aura, Quivering Palm class feature, Quivering Skin, Quivering Strike, Wis 130.

Benefit: You can force anyone entering your aura to suffer the effects of being touched by the quivering palm technique.

30. RECTIFY (SU)

You erase foes from ever having existed.

Prerequisites: Astro [Effect].

Benefit: Those erased from reality are treated as if never having existed.

Special: Instigating retroactive continuity in this manner can be tricky to adjudicate. As a rule of thumb, re-roll (the Astro [Effect]) on the following beings.

- *Offspring:* Full effect.
- *Those raised or resurrected by the character:* Half effect.
- *Allies:* One quarter effect.

31. SOPHISM (SU)

Your mind is stronger than reality.

Prerequisites: Will save +130.

Benefit: You can make a Will saving throw against an opponents level of to avoid any type of assault (whether magical or physical).

32. SUNSTRUCK (SU)

You are an explosion of chaos.

Prerequisites: Moonstruck, Starstruck, Wildshape class feature, Wis 130.

Benefit: You gain the Helioedes template.

Special: The Helioedes will be detailed within a later Immortals Handbook supplement.

33. SUPERLUMINAL (SU)

You can move at the speed of light.

Prerequisites: Dex 130, Supersonic.

Benefit: Your movement speed is increased to 5,621,108,587 feet, the equivalent of 106,460 miles per round.

34. SUPREMACY (SU)

Your power is unequalled.

Prerequisites: Cha 130, Replicate

Benefit: You can choose any being within the effect of your divine aura and you can add their divine bonus on top of yours. The being in question still retains it's divine bonus.

35. TRANSATTACK PERIOD (EX)

Your attacks spiral out of control.

Prerequisites: BAB +130, Dex 130, Dual Actions, Mercurial, Quickness.

Benefit: From the start of combat your number of attacks cumulatively doubles each round provided you keep attacking the same opponent.

e.g. In the first round you can make twice your number of attacks (using the same BAB for each attack), in the second you can make three times your number of attacks, in the third you make four times your number of attacks.

Special: This ability replaces the Mercurial ability it does **not** work in tandem with it.

36. TRANSCENDENTAL ARCHITECT (EX)

Create in minutes that which would take others years.

Prerequisites: Cosmic Architect, Divine Architect, Efficient Item Creation, Int 130.

Benefit: Your creation times are measured in seconds not days.

37. TRANSCENDENTAL [EFFECT] (EX)

Your foes will know pain beyond pain.

Benefit: The effect causes 1d100 divine damage per hit die of the deity.

e.g. A time lord (Divine Rank 200, 999 hit die) taking Transcendental Hand would deal 499d100 divine damage.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Transcendental [Effect]**, original effect doubled.

Taken three times = **Superior Transcendental [Effect]**, original effect tripled.

Taken four times = **Perfect Transcendental [Effect]**, original effect quadrupled.

Taken five times = **Transcendental Mastery**, use any type of transcendental effect.

Taken six times = **Uncanny Transcendental Mastery**, shape area effects to only target enemies.

38. TRANSCENDENTAL TOUGHNESS (SU)

You can endure almost any amount of punishment.

Prerequisites: Con 130 (or Cha 130 for those with no Con score), Cosmic Toughness, Divine Toughness, Supreme Toughness.

Benefit: Your Hit Die become d1000's.

Special: Eternals automatically gain this ability, so it is really only useful to Sidereals taken as an esoteric power. If a sidereal with this ability later becomes an eternal, allow them to take another transcendental ability.

39. TRANSCORPOREALITY (EX)

Your fate is bound to one weapon.

Prerequisites: Con 130.

Benefit: There is only one weapon in the universe which can affect you.

Special: This power cannot be combined with the Learned Weapon Immunity ability. It's possible that weapons forged outside this universe may find their way into this one.

40. TRANSGENIC (EX)

Adapt to death.

Prerequisites: Con 130 (or Cha 130 for those with no Con score).

Benefit: You become immune to whatever subsequently destroyed your manifestation. This assumes you were not permanently destroyed. (see the Cosmic String cosmic ability and the Transmortality transcendental ability).

41. TRANSILIENT FORTITUDE (EX)

Your fortitude is unflinching.

Prerequisites: Fortitude save +130.

Benefit: You can never fail a Fortitude saving throw.

Special: This ability does not stack with the Invincibility power.

42. TRANSILIENT REFLEXES (EX)

Your reflexes are unearthly.

Prerequisites: Reflex save +130.

Benefit: You can never fail a Reflex saving throw.

Special: This ability does not stack with the Elusion ability.

43. TRANSILIENT WILL (EX)

Your will is supreme.

Prerequisites: Will save +130.

Benefit: You can never fail a Will saving throw.

Special: This ability does not stack with the Sophism ability.

44. TRANSMIGRATION (SU)

Take over the body of your destroyer.

Prerequisites: Cha 130.

Benefit: If you are destroyed, your consciousness possesses the manifestation of your destroyer. If your combined Charisma, Intelligence and Wisdom is greater than theirs then you become the dominant personality. If not, you must wait for a time when their ability scores become damaged or drained to assume control of the manifestation.

45. TRANSMORTALITY (EX)

You are a true immortal.

Prerequisites: Con 130 (or Cha 130 for those with no Con score), Cosmic String.

Benefit: You cannot be permanently destroyed, even by those of higher divine rank. However, there are a number of ways to circumvent this ability:

- *Siphoning [Effect]:* If the being were drained of quintessence that it no longer had the divinity to manifest the Transmortality transcendental ability (Divine Rank 48 required) then it would lose this ability and be vulnerable. This is likely to be a slow process though, as such a being will have billions of quintessence.

- *Withering [Effect]:* A being with either the Disease or Stoicism Portfolios within one Divine Status (or two assuming double portfolios) of the Transmortal, could drain its Constitution to below 130 whereupon it would not be able to manifest the Transmortality transcendental ability and be vulnerable. The Love and Revenge portfolios would be required for those Transmortals with no Constitution score.

46. TRANSMUTE (EX)

Change one object into any other with a mere touch.

Prerequisites: Cosmic Architect, Divine Architect, Efficient Item Creation, Int 130, Transcendental Architect.

Benefit: You can transform one object into any other with a mere touch.

47. TRANSPERSONAL (EX)

Everyone feels your pain.

Prerequisites: Cha 130, Divine Aura, Specular.

Benefit: Any damage dealt to you is likewise experienced by every opponent within the effects of your divine aura.

48. TRANSTEMPORAL (EX)

You can travel through time.

Prerequisites: Dex 130, Slipstream, Time Dilation.

Benefit: You can travel freely through time and are capable of performing three times as many actions each round (as you strike from the immediate past, present and future).

Special: An opponent with the Slipstream ability cannot be undermined through time travel (so you couldn't go back to when they were born and slay them as an infant) but you do still gain triple actions against them..

49. TRANSVERSAL (SU)

Bend time and space to strike at your foes.

Prerequisites: Dex 130.

Benefit: Your reach equals your line of sight.

Special: This does stack with Cleave and Whirlwind Attack, meaning you could easily dismiss entire armies arrayed against you.

50. ULTIMA EFFECT (EX)

The effect repeats itself each round.

Benefit: The effect deals d20 divine damage per hit die of the deity, this damage repeats for a number of rounds equal to your divine rank.

e.g. An old one (200 hit die) taking Ultima Beam would gain a ray attack dealing 50d20 divine damage, which would repeat for a further 32 rounds.

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Ultima [Effect]**, original effect doubled.

Taken three times = **Superior Ultima [Effect]**, original effect tripled.

Taken four times = **Perfect Ultima [Effect]**, original effect quadrupled.

Taken five times = **Ultima Mastery**, use any type of ultima effect.

Taken six times = **Uncanny Ultima Mastery**, shape area effects to only target enemies.

51. ULTIMATE COMBAT EXPERTISE (EX)

Your ability to parry blows is unparalleled.

Prerequisites: Combat Expertise, Combat Mastery, Dex 130, Superior Combat Expertise, Unearthly Combat Expertise.

Benefit: For every point of base attack bonus you expend, you gain a +8 bonus to armor class.

Normal: Typically Combat Expertise allows you to trade 1 point of base attack bonus to add 1 point to your Armor Class.

52. ULTIMATE POWER ATTACK (EX)

Your power is unsurpassed.

Prerequisites: Improved Power Attack, Power Attack, Power Attack Mastery, Str 130, Superior Power Attack, Unearthly Power Attack.

Benefit: For every point of base attack bonus you expend, you gain a +8 bonus to damage.

Normal: Typically Power Attack allows you to trade 1 point of base attack bonus to add one point of damage.

Special: If you attack with a two-handed weapon, or a one-handed weapon wielded in two hands, instead add 12 times the number subtracted from your attack rolls.

53. ULTIMATE WEAPON FOCUS (EX)

You never miss.

Prerequisites: BAB +130, Epic Weapon Focus, Greater Weapon Focus, Perfect Weapon Focus, Weapon Focus, Unearthly Weapon Focus.

Benefit: You never miss. You still roll dice to determine whether or not you have scored a critical hit or not.

Special: This ability is cancelled out by the Perfect Defence transcendental ability.

54. ULTIMATE WEAPON SPECIALIZATION (EX)

Your blows are impossibly powerful.

Prerequisites: BAB +130, Epic Weapon Focus, Epic Weapon Specialization, Greater Weapon Focus, Greater Weapon Specialization, Perfect Weapon Focus, Perfect Weapon Specialization, Weapon Focus, Weapon Specialization, Unearthly Weapon Focus, Unearthly Weapon Specialization.

Benefit: You gain one attack for every 5 points of base attack bonus.

e.g. If you have base attack bonus 118, you would gain 23 attacks each round.

Special: If you have the two-weapon fighting chain up to Perfect Two-Weapon Fighting, then you gain these additional attacks for your offhand weapon as well. If you have the three-weapon fighting chain up to Perfect Three-Weapon Fighting, then you would also gain them.

e.g. If you have base attack bonus 118 and the Perfect Three-Weapon Fighting feat, you can make 69 attacks each round (23 standard, 23 offhand weapon, 23 juggled weapon).

TABLE 4-17: CHOOSING TRANSCENDENTAL ABILITIES

Ability Score	Transcendental Abilities
Charisma	Cosmic Nescience, Cosmic Presence, Divine Nullification, Edifying Presence, Greater Dominance, Supremacy, Transmigration, Transpersonal
Constitution	Digestio, Transcendental Toughness, Transcorporeality, Transgenic, Transmortality
Dexterity	Interdimensional, Multidimensional, Ninth Sense, Paradox, Perfect Defense, Superluminal, Transattack Period, Transtemporal, Transversal
Intelligence	Learned Weapon Immunity, Transcendental Architect, Transmute
Strength	Orichalcum Body
Wisdom	Equilibrium, Evil Eye

Class	Transcendental Abilities
Barbarian	-
Bard	-
Cleric	-
Druid	Sunstruck
Fighter	Ultimate Weapon Specialization
Monk	Quivering Aura
Paladin	-
Ranger	-
Rogue	-
Sorcerer	-
Wizard	-
Archer	-

Skill	Transcendental Abilities
Aura	-
Damage Reduction	-
Natural Armor	-
Saving Throws	Transilient Fortitude, Transilient Reflexes, Transilient Will

OMNIFIC ABILITIES

TABLE 4-18: OMNIFIC ABILITIES

#	Omnific Ability Name	Ex/Su	Prerequisites	Benefit
1	Absolute	Su	Supremacy	You have every power arrayed against you
2	Akashic [Effect]	Su	-	Effect causes targets to lose Divine Ranks
3	Cosmic Nullification	Su	Divine Nullification	You negate any cosmic abilities your enemies possess
4	Indissoluble	Ex	Con 250, Fast Healing 250	You possess infinite fast healing
5	Infinite [Ability Score]	Ex	[Ability Score] 250	You possess infinite score in one ability
6	Learned Opponent Immunity	Su	Int 250, Learned Weapon Immunity	Adapt to individual opponents
7	Lord of Necessity	Ex	Amidah Template	You gain the Omega Template
8	Neutronium Body	Ex	Orichalcum body, Wis 250	Your weight increases a hundred quadrillion-fold
9	Oblivion	Su	Uncanny Annihilating Mastery	The effects of your actions are permanent
10	Omneity	Su	Intrinsic, Wis 250	You encompass every portfolio simultaneously
11	Omnidimensional	Su	Dex 250, Multidimensional	You gain a new dimension each round
12	Omnific Architect	Su	Int 250, Transcendental Architect	Creation times instantaneous
13	Omnific Toughness	Su	Transcendental Toughness	You possess infinite hit points
14	Omniparity	Ex	Equilibrium, Polymath	You understand all classes simultaneously
15	Omnipersonal	Su	Cha 250, Specular	Every opponent within your divine aura feels your pain
16	Omnipresent	Su	Cha 250, Perfect Aura	Your aura extends to the borders of the universe
17	Omnispective	Ex	Wis 250	You can see everything
18	Omniversal	Ex	Dex 250, Oblique Strike	Your attacks are felt by all enemies within your divine aura
19	Superior Dominance	Su	Cha 250, Greater Dominance	Foes with less than 2/3 your hit die automatically fail their saves
20	Tenth Sense	Ex	Ninth Sense	You sense everything
21	Transcendental Inspiration (S)	Su	special - see text	You can gain a single changeable Transcendental ability
22	Transcendental Nescience	Ex	Cha 130	Ignore the prerequisites for any Transcendental abilities
23	Transcendental Presence (S)	Su	Cha 250, Cosmic Presence	Allies within your aura gain a Transcendental ability
24	Undimensional	Ex	Dex 250, Interdimensional	You maintain only a 5% link to reality

*BAB scores above 20 mean Base Attack Bonus (BAB) + Epic Attack Bonus (EAB)

(S) This feat stacks with itself and can be taken an unlimited number of times

NB. In situations where two powers of the same tier (cosmic, transcendental, omnific or whatever) seem to be at odds (always hit versus never get hit, for instance), assume that both powers cancel each other out.

OMNIFIC ABILITIES

1. ABSOLUTE (SU)

Yours is the will and the way.

Prerequisites: Supremacy.

Benefit: You gain a divine bonus on all die rolls equal to the total amount of divine ranks (belonging to any challengers or enemies) within your divine aura. You do not gain any bonus for any allies or those who serve you willingly (including if they are magically commanded or compelled).

Special: This stacks with your existing divine bonus.

2. AKASHIC [EFFECT] (SU)

You can tap the akashic records and rewrite your opponent's existence.

Benefit: The effect removes 1 divine rank per **ten** hit die of the deity.

e.g. A time lord (999 HD) taking Akashic Beam would gain a ray attack removing 24 divine ranks ($999 \text{ HD} \div 1/4 = 249, 249 \div 1/10 = 24$).

Special: This effect can be taken multiple times and its effects stack. Each time it is taken it either applies to a different effect (see pages 116-117), or it applies to the same effect as follows:

Taken twice = **Greater Akashic [Effect]**, original effect doubled.

Taken three times = **Superior Akashic [Effect]**, original effect tripled.

Taken four times = **Perfect Akashic [Effect]**, original effect quadrupled.

Taken five times = **Akashic Mastery**, use any type of akashic effect.

Taken six times = **Uncanny Akashic Mastery**, shape area effects to only target enemies.

3. COSMIC NULLIFICATION (SU)

You render your enemies abilities null and void.

Prerequisites: Divine Nullification, Nullification.

Benefit: You nullify the cosmic abilities of each and every opponent within your divine aura.

4. INDISSOLUBLE (EX)

You possess amaranthine stoicism.

Prerequisites: Fast Healing 250.

Benefit: You possess infinite fast healing. You are restored to full health at the beginning of the next round.

Special: To physically defeat you, your opponents must reduce your hit points to -10 or lower within a single round, since you start each round with full hit points (unless you have been killed).

5. INFINITE [ABILITY SCORE] (EX)

Your abilities are immeasurable.

Prerequisites: 250 in chosen Ability Score.

Benefit: Your chosen ability score is raised to infinity.

Special: Infinite Strength negates Infinite Constitution for the purposes of damage. Infinite Dexterity negates Infinite Dexterity for the purpose of being hit.

6. LEARNED OPPONENT IMMUNITY (SU)

You can quickly render an opponent impotent against you.

Prerequisites: Int 250, Learned Ability Immunity, Learned Spell Immunity, Learned Weapon Immunity.

Benefit: An individual opponent can only attack (by physical, magical or other means) you for one round. You can lower this defense if you so choose.

Special: Opponents who have attacked you in the past, prior to gaining this ability, still gain one full round worth of actions/attacks against you.

Opponents with the Multidimensional ability gain one full round of attacks per additional duplicate.

e.g. A time lord with two multidimensional abilities could attack someone with Learned Opponent Immunity for one full round of actions/attacks with each of its three manifestations.

Opponents with the Omnidimensional omnific ability can make one full attack each round from its new manifestation warps in each round.

7. LORD OF NECESSITY (EX)

You represent the universal balance. You are the adversary to the supreme being, the omega to its alpha.

Prerequisites: Amidah Template.

Benefit: You gain the Omega Template.

Special: The Omega Template is detailed in a later Immortal's Handbook product.

8. NEUTRONIUM BODY (SU)

Your manifestation is made of ultra-dense neutronium.

Prerequisites: Adamantine Body, Construct Traits (see Ersatz), Iron Body, Orichalcum Body.

Benefit: Your body becomes neutronium. Your weight increases a hundred quadrillion-fold. Your strength increases by +482 (Which will gain you at least thirty-two virtual size categories; meaning your natural attacks deal base damage as if thirty-two size categories bigger, in other words **multiply** the base damage dice by 32,768). You can add 1500/- to your damage reduction. You also add +635 to your natural armor bonus. Your unarmed attacks automatically treat an opponents damage reduction as if it was 1500 points less. Your dexterity is reduced by 96 (although this penalty cannot reduce your dexterity score below 10).

You also gain the Uncanny Atomic Mastery cosmic ability as part of this omnific ability.

Special: Both the damage reduction and the natural armor bonus stack with existing damage reduction and natural armor.

This ability overlaps with Adamantine Body, Iron Body and Orichalcum Body, it does not stack with those abilities.

Appearance: Your manifestation becomes compressed and squat, your surface smooth and boiling as if liquid metal.

9. OBLIVION (EX)

You are the instrument of finality.

Prerequisites: Uncanny Annihilating Mastery.

Benefit: The effects of all your actions are permanent. Every spell you cast, all damage you deal cannot be reversed or undone.

10. OMNEITY (EX)

You encompass every aspect of reality.

Prerequisites: Intrinsic, Wis 250.

Benefit: You gain every (double) portfolio simultaneously.

Normal: Typically deities gain two portfolios. Those with the Intrinsic ability can change those two portfolios at will.

11. OMNIDIMENSIONAL (EX)

You can warp space and time.

Prerequisites: Dex 250, Multidimensional.

Benefit: A new duplicate of yourself warps into existence each round.

Special: When combined with the multidimensional ability you begin with a number of manifestations equal to 1 + the number of multidimensional abilities. But you still only gain one new duplicate manifestation each round, **not** one per manifestation.

12. OMNIFIC ARCHITECT (SU)

You are all-bearing and all-creating.

Prerequisites: Cosmic Architect, Divine Architect, Int 250, Transcendental Architect.

Benefit: Your creation times are instantaneous.

13. OMNIFIC TOUGHNESS (EX)

You are capable of enduring all things.

Prerequisites: Cosmic Toughness, Divine Toughness, Perfect Toughness, Transcendental Toughness.

Benefit: You have infinite hit points.

Special: This ability cancels out Infinite Strength for the purpose of dealing damage. This ability is primarily designed for beings with no Constitution score.

14. OMNIPARITY (EX)

You have equality in every part.

Prerequisites: Equilibrium, Polymath.

Benefit: You have class features in every known class equal to your total hit die.

15. OMNIPERSONAL (SU)

You embrace all substances.

Prerequisites: Cha 250, Specular.

Benefit: Whenever you are injured in any way, a number of opponents within your divine aura, equal to your divine rank also suffer your pain.

16. OMNIPRESENT (SU)

You are everywhere at once.

Prerequisites: Cha 250, Divine Aura, Greater Aura, Perfect Aura, Superior Aura.

Benefit: Your divine aura extends from one edge of the universe to the other.

17. OMNISPECTIVE (SU)

You are capable of seeing everything.

Prerequisites: Wis 250.

Benefit: You can view anything from any perspective. This negates any miss chances of nebulous and interdimensional beings.

18. OMNIVERSAL (EX)

Your arm is long and your reach is deep.

Prerequisites: Dex 250, Oblique Strike.

Benefit: Each successful attack upon one enemy is felt by all enemies within your divine aura.

e.g. You could attack the opponent with the lowest AC, and the amount of damage you deal with every successful strike upon them will be felt by each enemy within your divine aura.

Special: The special effects of an attack are not echoed amongst all opponents, only the hit point damage itself.

19. SUPERIOR DOMINANCE (SU)

You casually dismiss inferior opposition.

Prerequisites: Cha 250, Dominance, Greater Dominance.

Benefit: Opponents with less than 2/3 your total hit die automatically fail their saving throws against any of your attacks.

20. TENTH SENSE (EX)

You can perceive an opponents thoughts even before they have them.

Prerequisites: Alertness, Eighth Sense, Ninth Sense, Seventh Sense, Sixth Sense.

Benefit: You know everything that is about to happen.

Special: Give the player a copy of the adventure you are running.

21. TRANSCENDENTAL INSPIRATION (SU)

You adapt to a given situation.

Prerequisites: You must still meet the prerequisites of any Transcendental ability you manifest for yourself.

Benefit: You can gain any single changeable Transcendental ability.

Insert illustration of neutronium god versus omni-dimensional god

22. TRANSCENDENTAL NESCIENCE (SU)

Through monumental hubris you can ignore ancient laws and tenets that others are bound to.

Prerequisites: Cha 130.

Benefit: You can ignore the prerequisites for any transcendental abilities.

23. TRANSCENDENTAL PRESENCE (SU)

You exert your divine influence upon the mind and soul of your allies.

Prerequisites: Cha 250, Cosmic Presence, Divine Aura, Divine Presence, Epic Presence.

Benefit: A number of allies within your divine aura equal to your divine rank gain a transcendental ability.

TABLE 4-19: CHOOSING OMNIFIC ABILITIES

Ability Score	Omnific Abilities
Charisma	Infinite Charisma, Omnipresent, Superior Dominance
Constitution	Indissoluble, Infinite Constitution, Omnipersonal
Dexterity	Infinite Dexterity, Omniversal, Undimensional
Intelligence	Infinite Intelligence, Learned Opponent Immunity, Omnific Architect
Strength	Infinite Strength
Wisdom	Infinite Wisdom, Neutronium Body, Omneity, Omnispective
Skill	Omnific Abilities
Aura	Transcendental Presence
Damage Reduction	-

24. UNDIMENSIONAL (EX)

You become almost totally divorced from reality.

Prerequisites: Dex 250, Interdimensional, Nebulous.

Benefit: You have a 95% chance of avoiding any conceivable attack, whether it be physical, magical or other.

PREFIXES

The standard adjective nomenclature for abilities is as follows:

1. **Improved:** Typically the first prefix. Some abilities/feats will ignore this prefix, because the ability does not yet exist within the games mechanics.

e.g. There is no Improved Weapon Focus, simply Weapon Focus. If Weapon Focus had instead been called Attack Bonus, then it would require the 'improved' prefix (because the latter already exists in the game).

2. **Great/Greater:** Second prefix of most feat chains.

3. **Superior:** Third prefix of most feat chains.

4. **Perfect:** Fourth and final prefix of most feat chains.

5. **Mastery [Suffix]:**

6. **Uncanny (Epic, Legendary):**

7. **Supra (Divine, Mythical):** Prefix used for divine abilities that already have used the previous six adjectives.

8. **Unearthly (Cosmic, Hyper):** Prefix used for cosmic applications of powers

9. **Ultimate (Transcendental, Universal):** Prefix used for transcendental powers that have already explored the previous descriptive terms.

10. **Ultra (Omnific, Omniversal):** Prefix used for omnific abilities.

APPENDIX ONE: PSIONICS

PSIONICS PORTFOLIO

Aspects: Mentalism, Meditation, Crystals
Opposed Portfolio: Magic
Examples: Tvashtri (Indian)
Favored Animal: Chimpanzee
Favored Class: Psion
Favored Place: Crystal Caves
Favored Sacrifice: Knowledge
Favored Time: Spring Equinox
Favored Weapon: Rod (or crystalline weapon)
Portfolio Trial: You must empty your mind
Prerequisites: You must have no spellcasting classes
Symbol: Crystal
Typical Quote: "Knowing oneself is the key to understanding everything."

PSIONICS DOMAIN

Granted Power: Gain Use Psionic Device as a class skill.
 1 **Deja' Vu*:** Your target repeats its last action.
 2 **Sense Link:** Sense what subject sense.
 3 **Share Pain, Forced*:** Unwilling subject takes some of your damage.
 4 **Personality Parasite:** Subject's mind-calves self-antagonistic splinter personality for 1 round/level.
 5 **Psychic Crush*:** Brutally crush subject's mental essence, reducing subject to -1 hit points.

- 6 **Disintegrate, Psionic*:** Turn one creature or object to dust.
 - 7 **Divert Teleport:** Choose destination for another's teleport.
 - 8 **True Metabolism:** You regenerate 10 hp/round.
 - 9 **Assimilate:** Incorporate creature into your own body.
- *Augmentable psionic powers

REALM

Your realm is predominantly crystalline in its structure.
Hazards: Magic-using beings are targeted by the natives, who see magic as a threat to psionics.
Inhabitants: All manner of phrenic creatures are drawn to such places as are those of crystalline origins.

PSIONICS TEMPLATE (SINGLE PORTFOLIO)

Appearance: The immortal's manifestation is partially crystalline.
NB. When the immortal adopts a different form (through Shapechanging or Wildshape for instance), this trait is also adopted.
Demeanor: These gods and goddesses believe everything can be solved by understanding oneself.

PSIONICS TEMPLATE (DOUBLE PORTFOLIO)

Appearance: The immortal's manifestation is completely crystalline.
Demeanor: Such immortals use their own personal powers for everything, refusing help unless the task proves impossible.

TABLE A-1: (SINGLE) PSIONIC PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Psi-like Abilities <i>Magic Vulnerability</i> <i>Fly's Endurance</i>	Use any spell-like ability as a psi-like ability <i>Suffer 50% extra damage from magic spells or spell-like abilities</i> <i>Competence penalty to constitution equal to your divine rank</i>	Standard <i>Always Active</i> <i>Always Active</i>
Prophet	Power Block	You automatically block the first power used against you each round	Always Active
Hero-deity	Scion of Psionics	Competence bonus on manifester level, power DCs and spell resistance equal to your divine rank	Always Active
Quasi-deity	Improved Summoning (Psionics)	Summoned creatures with the Psionic Sub-type have 50% more HD	Always Active
Demi-deity	Embodiment of the Mind	Immunities against your mind affecting effects only 50% effective	Always Active
Lesser Deity	Superior Divine [Effect]	Assault your enemies with divine based attacks	Variable
Intermediate Deity	Uncanny Divine Mastery	Assault your enemies with divine based attacks	Variable
Greater Deity	Mental Metabolism	Gain fast healing equal to 1/2 your HD	Always Active
Elder One	Mental Messiah <i>Cosmic Imperfection (Magic)</i>	You know all psionic powers from all classes and disciplines <i>One artifact in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Magic Pariah	Magic ceases to function in your divine realm	Always Active

TABLE A-2: DOUBLE PSIONIC PORTFOLIO

Divine Status	Ability/Weakness Gained	Benefit/Penalty	Action
Disciple	Psi-like Abilities <i>Greater Aversion to Magic</i> <i>Fly's Endurance</i>	Use two psionic domain powers as psi-like abilities each round <i>Magic spells only 25% effective upon you</i> <i>Competence penalty to constitution equal to double your divine rank</i>	Standard + Swift <i>Always Active</i> <i>Always Active</i>
Prophet	Power Reflection	Reflect back any power that does not defeat your spell resistance	Always Active
Hero-deity	Greater Scion of Psionics	Competence bonus on manifester level, power DCs and spell resistance equal to double your divine rank	Always Active
Quasi-deity	Perfect Summoning (Psionics)	Summoned creatures with the Psionic Sub-type have 200% more HD	Always Active
Demi-deity	Perfect Embodiment of the Mind	Immunities against your mind-affecting effects totally ineffective	Always Active
Lesser Deity	Superior Divine [Effect] (x2 HD)	Assault your enemies with divine based attacks	Variable
Intermediate Deity	Uncanny Divine Mastery (x2 HD)	Assault your enemies with divine based attacks	Variable
Greater Deity	Mental Reconstitution	Gain fast healing equal to your HD	Always Active
Elder One	Lord of Mentalism <i>Cosmic Imperfection (Magic)</i>	You have unlimited psionic power points per day <i>Two artifacts in the universe can defeat your cosmic string ability</i>	Always Active <i>Always Active</i>
Old One	Total Intelligence	Add your opponent's intelligence score to your own	n/a
First One	Natural Damage Induction	You are immune to all damage except from a natural attack, (you no longer benefit from damage reduction)	Always Active

PSIONIC ABILITIES

TABLE A-3: PSIONIC ABILITIES

#	Ability Name	Ex/Su	Prerequisites	Benefit
Epic Feats				
1	Automatic Metapsionic Capacity	Su	9th-level Psionic powers, 4 Metapsionic Feats	Exceed the normal limits of psionic manifestation
2	Metapsionic Focus	Su	4 Metapsionic Feats, Psicraft 25 Ranks	No need to expend psionic focus to apply a metapsionic feat
2	Metapsionic Freedom	Su	4 Metapsionic Feats, Psicraft 25 ranks	You can stack the same metapsionic feat multiple times
Divine Abilities				
3	Divine Catapsi	Su	Cha 40, Divine Aura	Enemies within your divine aura find it hard to manifest powers
4	Divine Manifester	Su	Psicraft 40 ranks	Double the number of psionic power points
5	Divine Metafaculty	Su	Psicraft 40 ranks	Double the number of psionic powers known
6	Power Block	Ex	Know the power to block, Int 40, Psicraft 40, SR 40	You can block one power per round
7	Power Immunity	Ex	Int 40, Psicraft 40, SR 40	You are immune to powers of a certain level
8	Power Shot	Su	Int 11, Psicraft 25 ranks	Shoot powers with a psionic power point cost of 1 as if missiles
9	Psionic Lord	Ex	Psionic Sub-type	You gain the Phrenic Template
Cosmic Abilities				
10	Erudition	Su	Cha 130, Divine Aura	You know all psionic powers from all classes and disciplines
11	Cosmic Metaconcert	Su	Divine Manifester, Int 70	You have infinite psionic power points
12	Psionic Static	Su	Cha 70, Divine Catapsi	Your aura nullifies psionics

PSIONIC EPIC FEATS

1. AUTOMATIC METAPSIONIC CAPACITY [EPIC, PSIONIC] (SU)

You can manifest powers that exceed the normal limits of psionic manifestation.

Prerequisites: Ability to manifest powers at the normal maximum psionic level in at least one psionic class, four metapsionic feats.
Benefit: When you select this feat, you gain +2 free power points which may only be applied to the cost of manifesting powers with metapsionic feats.

e.g. A 26th-level Psion with x2 Automatic Metapsionic Capacity feats could manifest all of his powers as if they were maximized, without increasing the required power point cost of the psionic powers.

Automatic Metapsionic Capacity also stacks with existing metapsionic deployment, and with augmentation.

e.g. A 26th-level Psion with x2 Automatic Metapsionic Capacity feats could maximize an empowered delayed *energy burst* that had been augmented for an additional 5 power points, paying a total cost of 14 power points instead of 18 (and presuming he had taken Epic Psionic Focus at least twice also).

Special: This feat stacks with itself. Each time it is taken you gain an additional +2 free power points for metapsionic feat costs.

This feat is suggested as the replacement for Improved Metapsionics.

2. METAPSIONIC FOCUS [EPIC, PSIONIC] (SU)

You can more readily modify your powers.

Prerequisites: Any 4 metapsionic feats, Psicraft 25 ranks.

Benefit: You no longer need to expend your psionic focus to apply a metapsionic feat to a power, in addition you can apply a metapsionic feat to a power multiple times.

3. METAPSIONIC FREEDOM [EPIC, PSIONIC] (SU)

You can stack the same metapsionic feat multiple times.

Prerequisites: Four metapsionic feats, Psicraft 25 ranks.

Benefit: You can apply the same metapsionic feat any number of times to the same power, provided you have enough power points and psionic foci.

e.g. With this feat, you could spend 6 power points to triple empower an *energy burst* power (for +150% damage), provided you don't spend more power points total than your manifest level, and have taken Epic Psionic Focus at least twice.

Normal: Without this feat, you can only apply the same metapsionic feat once to a single power.

Special: Multiple quickened powers happen simultaneously, so you could not *psionic teleport* to a location, manifest a power, and then *psionic teleport* away again.

PSIONIC DIVINE ABILITIES

3. DIVINE CATAPSI (SU)

Your presence interferes with the mental powers of those around you.

Prerequisites: Cha 40, Divine Aura

Benefit: Enemies within your Divine Aura find it harder to manifest their Psionic Powers and Psi-like Abilities, whenever an enemy manifests a Psionic Power within your aura they must spend additional power points equal to your Divine Bonus, these power points count towards your power point limit for that power, enemies attempting to use Psi-like Abilities in your aura find their effects reduced, a Psi-like Ability has its effective manifest level reduced by your Divine Bonus, if this would reduce the effective manifest level to lower than the minimum required to manifest that power, then the ability fails.

4. DIVINE MANIFESTER (SU)

You are a great psionicist.

Prerequisites: Psicraft 40 ranks.

Benefit: Double your number of psionic power points.

5. DIVINE METAFACULTY (SU)

You have tapped into the universal knowledge.

Prerequisites: Psicraft 40 ranks.

Benefit: Double your number of psionic powers known.

6. POWER BLOCK (EX)

Deny a power the right to affect you.

Prerequisites: Knowing the power you are blocking, Int 40, Psicraft 40 ranks, Spell Resistance 40

Benefit: You can choose any power you know, you are now immune

to that power as if you had infinite Spell Resistance against that power.

Special: You can take this ability multiple times, its effects do not stack. Each time you take this ability it applies to a different power.

7. POWER IMMUNITY (EX)

You have built up an immunity to psionic power.

Prerequisites: Int 40, Psicraft 40 ranks, Spell Resistance 40.

Benefit: You are immune to psionic powers and psi-like abilities, with an effective psionic power point cost of 3 or less. (as if you had infinite spell resistance).

Special: You make take this ability multiple times, its effects stack. Each time you take this ability increase the threshold you are immune to by 4 Psionic power points. You cannot be immune to an effective Psionic power point cost beyond double your divine rank plus 1.

8. POWER SHOT (SU)

Your missiles are powered by your mind.

Prerequisites: Int 11, Psicraft 25 ranks.

Benefit: You can shoot Powers with a Psionic power point cost of 1 as if they were missiles.

Special: You can take this ability multiple times, its effects stack. Each time you take this ability increase the number of Psionic power points you can shoot by 2. The Intelligence prerequisite increases by 1 each time you take this ability.

9. PSIONIC LORD (EX)

Your body is infused with psionic power.

Prerequisites: Psionic sub-type.

Benefit: You gain the Phrenic Template.

Special: The Phrenic Template can be found within the Expanded Psionics Handbook.

PSIONIC COSMIC ABILITIES

10. ERUDITION (SU)

You know all powers.

Prerequisites: Divine Metafaculty, Imprint Stone, Int 70, Psicraft 70 ranks.

Benefit: You know all psionic powers from all classes and disciplines.

11. COSMIC METACONCERT (SU)

Your mind is tireless.

Prerequisites: Divine Manifester, Int 70, Psicraft 70 ranks.

Benefit: You have infinite psionic power points.

12. PSIONIC STATIC (SU)

Your aura nullifies psionics.

Prerequisites: Cha 70, Divine Aura, Divine Catepsi.

Benefit: Your divine aura radiates a null-psionics field which does not impede your own non-epic items and powers.

Special: Null-psionics does not work on immortals much like anti-magic (see page 26).

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